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27
JUNE
THE OFFICIAL MARVEL® NEWS MAGAZINE!
MARVEL AGE™
JIM SHOOTER TELLS ALL ABOUT--
MILGROM
SHHH! IT'S SUPPOSED TO BE A SECRET!!
ALL THIS AND SECRET WARS II™

Stan Lee presents

MARVEL AGE™

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EDITORIAL by Jim Salicrup

If you liked the "Marvel Oscars" poll we ran a few issues back, you'll love the **COMICS BUYER'S GUIDE** Fan Awards for 1984. We're running the ballot on page 9. Just fill it out and send it off to the fine folks over at **CBG**. You'd better hurry, the deadline is April 13!

You may have noticed the **MARVEL AGE** Calendar we've been running on our back cover. Besides featuring the birthdays of Marvel's artists and writers and the comiest gags this side of **Henny Youngman**, it's a great showcase for the Bullpen's own **Ron Zalme's** cartooning skills. **Ron's** a talented guy who just happens to be Marvel's Assistant Production Coordinator. His **Forbush-Man** corner symbols on our covers have been receiving such a favorable response, we just had to find a way to get him to do more for us. If nothing else, you can always use the **MARVEL AGE** Calendar to find out what day it is.

And speaking of talent in the Bullpen, have I mentioned our new designer **Janet Jackson**? In addition to the bang-up job she does putting this magazine together, would you believe the poor girl has been commuting in to New York City from Philadelphia on a regular basis? Now, that's dedication above and beyond the call of duty.

Well, that's all for now. Enjoy this issue, and be sure to reserve a copy of next month's **MARVEL AGE MAGAZINE**. We'll be featuring *two* never-before-published full-color paintings by **Bill Sienkiewicz**, a preview of the new direction for the **DAZZLER**, and quite a few April Fool surprises. Don't miss it.

MARVEL TOP TEN

All right, we hear you! You've demanded that we run **Marvel's Top Ten** in every issue of **MARVEL AGE MAGAZINE** — so we will. This month we'll look at the Direct Sales ranking for January 1985. Direct Sales is just one of several ways Marvel's titles are sold, so this list doesn't represent the complete sales picture. Just non-returnable sales are reflected here.

1 — **X-MEN** #193
2 — **WEB OF SPIDER-MAN** #2
3 — **ALPHA FLIGHT** #22
4 — **NEW MUTANTS** #27
5 — **THE AMAZING SPIDER-MAN** #264
6 — **FANTASTIC FOUR** #278
7 — **THOR** #355
8 — **AVENGERS** #255
9 — **PETER PARKER, THE SPECTACULAR SPIDER-MAN** #102
10 — **G.I. JOE** #35

So, there you have it. If you're wondering what happened to **MARVEL SUPER HEROES SECRET WARS**, then I'll simply remind you that it ended in December 1984.

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MARVEL COMING ATTRACTIONS

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Here is a complete checklist of what's happening in all the Marvel, Epic and Star titles bearing a **July** cover date.

A Limited Series is a title which will only run for a specific number of issues.

A Graphic Novel is a trade paperback-sized edition.

A Direct Sales title is available only at selected outlets.

Shipping Date refers to the date the comics leave the printer.

Warning: Be sure to reserve copies of your favorite titles as soon as possible! Marvel Comics sell out so fast that unless your favorite comics shop owner knows which titles you want, they might be gone before you can get them. And we don't want anyone to run the risk of missing out on what's happening!

Titles shipping **March 5**, on sale **March 26**.

THE THING #25 — A good old light-hearted tale where everyone has fun — everyone but **Ben**! He's up to his ears in leprechauns! They've granted him three wishes — but there's a big difference between what he wants and what he gets! "Legends" is written by **Mike Carlin**, penciled by **Ron Wilson** and inked by **Brett Breeding**. 65¢.

NEW MUTANTS #29 — **Magma** and **Sunspot** have been captured by **the Gladiators** — from the **Mutant Theatre** — and they're slated to be the next victims in the arena! But that's not all! To get their friends back, **the New Mutants** and **Dazzler** must ally themselves with **Lila Cheney** — the mutant rock singer who almost stole the Earth! As if that wasn't enough . . . this epic leads in to **SECRET WARS II**! "Meanwhile Back At The Mansion!" is written by **Chris Claremont** with art by **Bill Sienkiewicz**. 65¢.

DAREDEVIL #220 — Don't miss this tragic tale — **Daredevil's** life may never be the same again! The sightless adventurer ignores a cry for help — which leads to shattering revelations in "Fog," written by **Denny O'Neil**, with art by **David Mazzuchelli**. 65¢.

WEB OF SPIDER-MAN #4 — Former **Spider-Man** editor **Danny Fingeroth** premieres as scripter in this, one of the most action-packed spider-sagas of the year! **Doctor Octopus** is back — and *this* time, nothing is going to stop **Ock** from crushing **Spidey** in his deadly tentacles! "Arms and The Man!" is written by **Danny Fingeroth**, penciled by **Greg LaRocque** and inked by **Jim Mooney**. 65¢.

PLANET TERRY #4 — At last! **Planet Terry** has found his parents! But lurking nearby, ready to strike, is the dreaded "Monster of The Cave!" Written by **Lennie Herman**, penciled by **Warren Kremer** and inked by **Vincent Colletta**. From Star Comics. 65¢.

CLOAK AND DAGGER #1 — Now in their own full-length series! "You can never go home again," is the old saying. But **Dagger** believes she *can* return to the normal life she once led. **Cloak** vows to help her, even though he knows that if **Dagger** succeeds, he will lose her forever! "Sinners All!" Written by **Bill Mantlo**, penciled by **Rick Leonardi** and inked by **Terry Austin**. 65¢.

PETER PORKER, THE SPECTACULAR SPIDER-HAM #2 — It's grand larceny and theatrical hi-jinks for everyone's favorite spider-powered pig when thieves run rampant in a Broadway theater, on a looting spree! "Buzzards and Bullfrogs" is written **Steve Skeates**, penciled by **Mark Armstrong** and inked by **Joe Albelo**. Plus, a special back-up story — "The Uncanny X-Bugs!" written and drawn by **Steve Mellor**. From Star Comics. 65¢.

DREADSTAR AND COMPANY #1 — Make way! Vanth Dreadstar and friends are going newsstand — in a special edition reprinting the saga originally presented in the direct-only **DREADSTAR #1**! The newsstand will never be the same again! Written and drawn by **Jim Starlin**, featuring a new **Starlin** cover and a new text feature! Now's your chance to find out what **DREADSTAR** is all about! Printed on high-quality Mando paper. From the Epic line of comics. 75¢.

A STEPPIN' DISK!
ILLYANA, YOU TELEPORTED ME TO LIMBO!
AND USED MY MAGICKS TO THAW YOU OUT. FEELING BETTER, I HOPE?
JUS' FINE -- GOOD AS NEW.
THAT'S TWICE AH OWE YOU.
I DON'T KEEP SCORE.
I THOUGHT WE MIGHT ENJOY A PRIVATE CHAT WITH OUR GUEST BEFORE HANDING HIM OVER TO THE POLICE.

THE GARGOYLE (Limited Series) #2 — Would you give a mad demon the power to crush all mankind in order to resurrect the one person you most love? **Isaac Christians**, the man inside **the Gargoyle**, must answer that question — and fast — or lose his beloved **Elaine** forever! "Burning Bright" written by **J. Marc DeMatteis**, with art by **Mark Badger**. Printed on high-quality Mando paper. 75¢.

CONAN THE KING #29 — It's Hyborean adventure and intrigue at its pulse-pounding best, when **King Conan** readies to defend Aquilonia from without — while trusted courtiers plot his assassination from within! "The Sleeping Lion" premieres new regular scripter **Don Kraar**! Penciled by **Marc Silvestri** and inked by **Art Nichols**. 58 pgs. $1.25.

SWORDS OF THE SWASHBUCKLERS #1 — The saga begun in the Graphic Novel continues! **Domino's** family is being held prisoner by the evil **Colonizers**! **The Swashbucklers** vow to rescue them! But getting into the **Colonizers'** stronghold is hard — and getting out alive is virtually impossible! Plus: **Reader** meets her long-lost father! "Shock Waves!" Written by **Bill Mantlo**, with art by **Jackson Guice**. From the Epic line of comics. Direct sales only. Printed on high-quality Baxter paper. $1.50.

MOONSHADOW #2 — Off in space for the first time, **Moonshadow** must travel to a planet where death is big business! But the trouble he gets into there is *more* than lively! "A Very Uncomfortable Thing" is written by **J. Marc DeMatteis** and painted by **Jon Jay Muth**. Printed on high-quality Baxter paper. Direct sales only. $1.50. **For mature readers.**

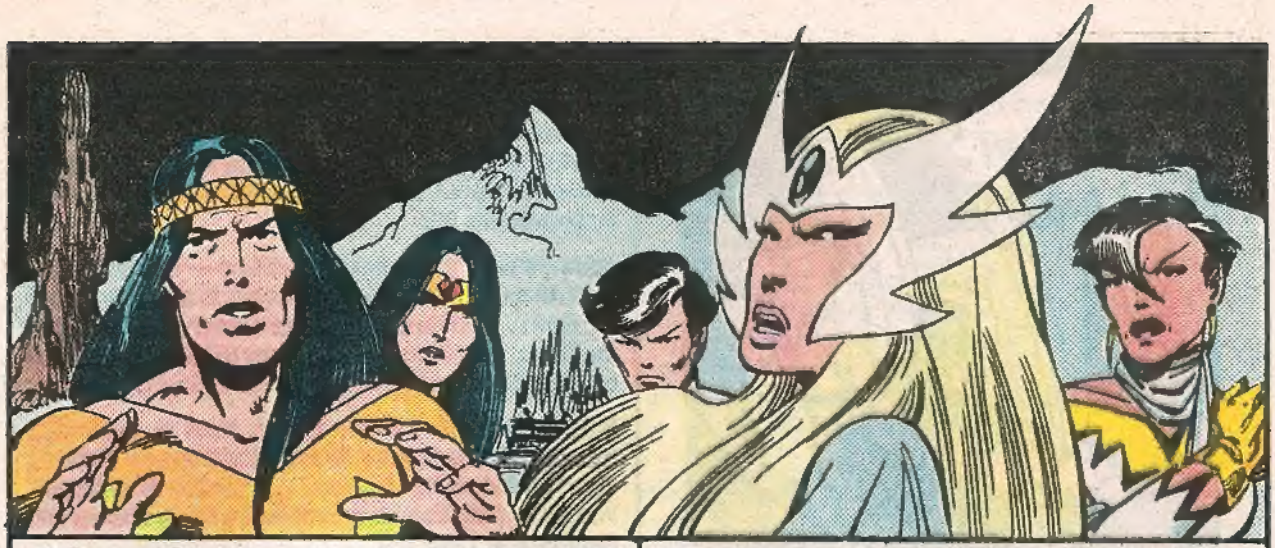
Titles shipping **March 12**, on sale **April 2**.

THE AMAZING SPIDER-MAN #266 — **The Toad**, one of the original members of **the Brotherhood of Evil Mutants**, is back! He, **Frog-Man**, and **Spider-Kid** *triple-team* **Spidey** in one of the most off-beat stories of the year! "Jump For My Love" is written by **Peter David**, penciled by **Sal Buscema** and inked by **Joe Rubinstein**. 65¢.

CAPTAIN AMERICA #307 — If you think **Cap** is something — wait until you see **Madcap**! What *he's* got in mind for **Nomad** and New York City is something no one can know — until it's too late! "Stop Making Sense" is written by new regular scripter **Mark Gruenwald**, penciled by **Paul Neary** and inked by **Dennis Janke**. 65¢.

POWER PACK #12 — The **Power** kids team up with **Nightcrawler** and **Kitty Pryde** of **the X-Men** — to face the **Morlocks** in what has to be the *wildest* subterranean adventure yet! **Gee, Lightspeed, Mass Master** and **Energizer** must become the adopted children of the Morlock **Annalee**! "Underground!" is by writer **Louise Simonson**, penciler **June Brigman** and inker **Bob Wiacek**. 65¢.

THE MICRONAUTS #10 — Homeworld's in big — and we mean *big* trouble! But **the Micronauts** may not be able to come to the rescue — not when they're on the verge of learning the innermost secrets of **the Enigma Force**! "The



Wall Around The Universe" is written by **Peter B. Gillis**, penciled by **Kelley Jones** and inked by **Bruce Patterson**. 65¢.

WALLY THE WIZARD #4 — As legend has it, whoever lifts the wand from the stone will be granted the greatest magic in all the world! It is **Wally** who accomplishes the task, and it opens a new world of super power and super danger for the apprentice wizard. Story and pencils by **Ben Brown**, inks by **Jon D'Agostino**. A Star Comic. 65¢.

THE FURTHER ADVENTURES OF INDIANA JONES #30 — What's an Egyptian mummy doing in China? And why is its sarcophagus loaded with guns for the Irish Republican Army? For the answers to these and other questions, all **Indy** and government agent **Michael Cobb** need do is get themselves and the relics back to the U.S. in one piece — but that may be tougher than it sounds! "Fireworks!" is written by **Linda Grant**, penciled by **Ricardo Villamonte** and inked by **Danny Bulanadi**. 65¢.

DAZZLER #38 — This series is blowing wide open! A new creative team! Even wilder adventures! And if you think we're kidding, scope *this*: **Dazzler's** got to team up with the merely-uncanny **X-Men!** Why? Well, bounty hunter **O.Z. Chase** is in town — and his sights are on **Dazzler**, dead or alive! Written by **Archie Goodwin**, penciled by new discovery **Paul Chadwick** and inked by **Jackson Guice**. 65¢.

EWOKS #2 — Being princess of **the Ewoks** isn't enough to be their leader! **Princess Kneesaa** must prove she has courage and ability as well! But no **Ewok** has ever faced what the silver-furred **Kneesaa** must in "Rites of Power!" by writer **Dave Manak**, penciler **Warren Kremer** and inker **Mario Severin**. From Star Comics. 65¢.

GROO THE WANDERER #5 — If you thought his past adventures made **Groo** look dumb, wait 'til you see what happens when **the Wanderer** goes for a cruise to Africa — on a slave ship! "Slavers" boasts story and art by **Sergio Aragonés**, and cheese dip by **Mark Evanier**. From the Epic line of comics. Printed on high-quality Mando paper. 75¢.

ALPHA FLIGHT #24 — It's Canada's greatest super heroes against the Arctic's oldest gods in an action-packed saga so gripping, so gut-wrenching and so titanic it took **John Byrne** a double-sized issue to tell it! **Snowbird** must do battle — with her family's ancient enemies! She's got **Alpha Flight** to help her, but how can mere mortals — even super-powered ones — face, let alone fight, the Seven Great Beasts! A shocker from cover to cover! "Final Conflict!" is written and penciled by **John Byrne** and inked by **Bob Wiacek**. $1.25.

SAVAGE SWORD OF CONAN #113 — **King Zamdal** needs a good man to retrieve the shrine of Luma. **Conan**, in order to prove his superiority as a warrior, must win a series of tests so that he may be the man for . . . "The Quest For The Shrine of Luma!" Written by **Larry Yakata** with art by **Ernie Chan**. A Marvel Magazine. $1.50.

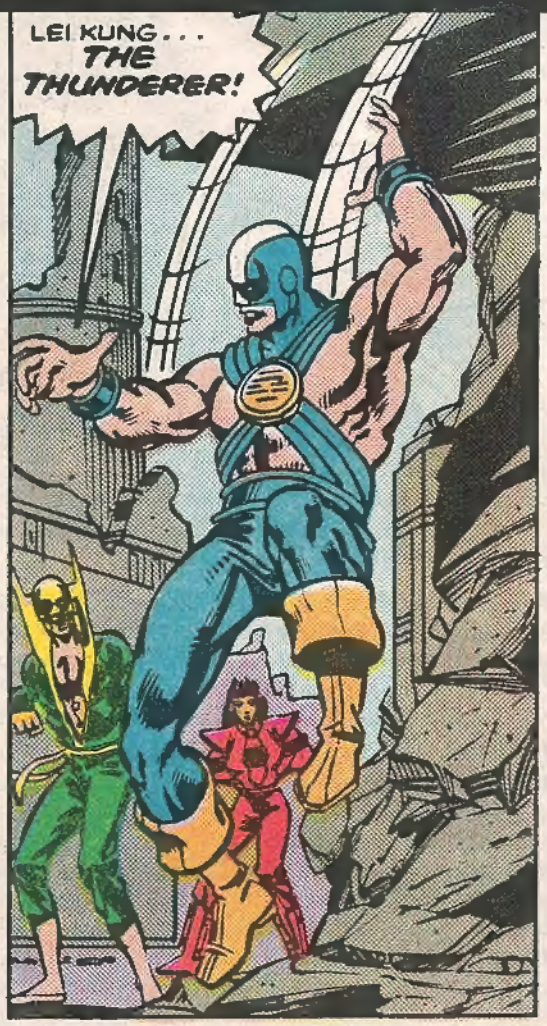
BLACK DRAGON (Limited Series) #1 — The Middle Ages come to life in this stirring six-issue fantasy tale of **James Dunreith, the Black Dragon! Sir James** is a British nobleman pledged to serve **Eleanor of Aquitaine**. But oath clashes with loyalty when **Queen Eleanor** seeks out treachery in the realm — and her prime suspect is **Sir James's** best friend! A historical fantasy in the epic tradition, written by **Chris Claremont**, with art, hand-separated color and cover painting by **John Bolton**. From the Epic line of comics. Direct sales only. Printed on high-quality Baxter paper. $1.50. **For mature readers.**

TIME SPIRITS #4 — Every series at Marvel is special — but sometimes a series is so exciting that it seems every artist around wants to draw it! That's just what happened with **TIME SPIRITS** — and writer **Steve Perry** did not deny them! So we're pleased to present this special artists' issue, featuring four centuries-spanning stories: "A Boy and His Dinosaur" is penciled and inked by **Al Williamson**; "Death Days," a poignant tale set in Viet Nam has art by **Rick Veitch**; "Crystal Skull' is a sinister story of deception and vampirism with layouts by **Steve Bissette** and finished art by **Tom Yeates**; and "Pirate Love" is a pirate story with a twist, art courtesy of **Tom Yeates**. From the Epic line of comics. Direct sales only. Printed on high-quality Baxter paper. $1.50.

Titles shipping **March 19**, on sale **April 9**.

MARVEL AGE MAGAZINE #28 — The latest news, plus a *dazzling* cover by **Bill Sienkiewicz**, spotlighting (what else?) an interview with writer **Archie Goodwin** and editor **Mike Carlin** on what's doing with the new **DAZZLER** direction! All this and more — for a bargain that can't be beat! Printed on high-quality Mando paper. Direct sales only. 35¢.

THE INCREDIBLE HULK #309 — **The Hulk's** great odyssey through the alien dimension takes its most



bizarre turn yet, when the green goliath confronts **Goblin, Guardian,** and **Glow!** Who they are and *why* **the Hulk** can't beat them makes for the most soul-searing saga this month, in "Quartet" by writer **Bill Mantlo**, penciler **Sal Buscema** and inker **Gerry Talaoc**. 65¢.

THE AVENGERS #257 — His name is **Terminus**, and he's the worst planet-wrecker since **Galactus!** How can **the Avengers** defeat a creature so strong he makes **Hercules** look like a 98-pound weakling (and a midget, to boot)?! The answer lies in the "Holocaust in a Hidden Land" written by **Roger Stern**, penciled by **John Buscema** and inked by **Tom Palmer**. 65¢.

CONAN #172 — The Pictish wilderness is a place where no man — not even **Conan** — willingly travels! But for a fat Brythunian and his daughter, the lure of treasure hidden in the menacing wilds is too great a temptation — a temptation that threatens to cost both them and **Conan** their lives in "Reavers of the Borderland!" Written by **Jim Owsley**, penciled by **John Buscema** and inked by **Bob Camp**. 65¢.

MARVEL TALES #177 — Re-presenting **Steve Ditko's** final Spidey story! "Just a Guy Named Joe!" One of the classic tales that made Marvel great! Originally from **AMAZING SPIDER-MAN** #38, by **Stan Lee** and **Steve Ditko**. 65¢.

X-MEN #195 — **The Morlocks** have kidnapped **the Power Pack** — and somehow **the X-Men** must rescue them! If you sense a cross-over, you're right — but it's not just with **POWER PACK** #12! It also leads into **SECRET WARS II** #1! "It was a Dark and Stormy Night!" is written by **Chris Claremont**, penciled by **John Romita Jr.** and inked by **Dan Green**. 65¢.

ROM #68 — It's man against machine — and **Rom**, himself half-man / half-machine, is forced to decide who is in the right . . . and his decision means life or death for one or the other! "Ad Infinitum," is written by **Bill Mantlo**, penciled by **Steve Ditko** and inked by **Brett Breeding**. 65¢.

MOON KNIGHT #2 — A human fiend is performing bizarre experiments in the Yucatan and **Moon Knight** must stop him before he discovers . . . "Deadly Knowledge!" Written by **Alan Zelenetz**, penciled by **Chris Warner** and inked by **E.R. Cruz**. 65¢.

POWER MAN AND IRON FIST #118 — At last **Iron Fist** reaches his mystic homeland of K'un-Lun. But will he get the help he needs to stop the radiation sickness that's killing him? And what of **Colleen**? Why has she suddenly become a bloodthirsty woman — mean enough to unnerve even **Luke**? "What's Eating Colleen?" is written by **Jim Owsley**, penciled by **Mark Bright** and inked by **Jerry Acerno**. 65¢.

ROYAL ROY #2 — It's love at first sight for **Royal Roy** when, as he's giving a tour of the castle, he meets **Crystal Clear!** But **Lorna Loot** has plans of her own to steal **Roy's** heart! "In the Grand Ball" is written by **Lenny Herman**, penciled by **Warren Kremer** and inked by **Jacqueline Roettcher**. A Star Comic. 65¢.

MUPPET BABIES #2 — What happens when the safe nursery you love becomes a scary haunted castle? **The Muppett Babies** find out first-hand in this thrills-and-chills adventure appropriately called "The Haunted Nursery!" Written by **Stan Kay**, with art by **Marie Severin**. A Star Comic. 65¢.

THE GET ALONG GANG #2 — A movie is being shot in town, and **the Get Along Gang** tries to get in on the act! Hollywood may never recover from . . . "Movie Mischief" by writer **David Manak**, penciler **Warren Kremer** and inker **Jacqueline Roettcher**. A Star Comic. 65¢.

G.I. JOE #37 — **Tomax** and **Xamot**, a pair of evil twins, team up with **Cobra** in a plot to — you guessed it — wipe out **the Joes** and rule the world! For non-stop action and the wildest fight scenes — including a breathtaking roller coaster sequence — you must not miss "Twin Brothers!" Written by **Larry Hama**, penciled by **Frank Springer** and inked by **Andy Mushynsky**. Printed on high-quality Mando paper. 75¢.

MARVEL FANFARE #21 — If you liked last issue, you'll *love* this issue! The epic battle between **the Thing** and **the Hulk** continues! And it's action all the way! "The Clash Part Two" is written and penciled by **Jim Starlin** and inked by **Editori-Al Milgrom**. Printed on high-quality Hudson paper. Direct sales only. $1.50.

Titles shipping March 26, on sale **April 16.**

FANTASTIC FOUR #280 — The fabulous **FF** confront a new villain — **Malice!** And won't *you* be surprised when you find out her dark secret! "Tell Them All They Love Must Die"

is written and penciled by **John Byrne** and inked by **Jerry Ordway**. 65¢.

IRON MAN #196 — **Dr. Demonicus** is whipping the tar out of **the West Coast Avengers**! **Tony Stark** is determined to help his friends — but how? **Demonicus** is wearing **Iron Man's** armor! "The Bitter Triumph" is written by **Denny O'Neil**, penciled by **Rich Buckler** and inked by **Ian Akin** and **Brian Garvey**. 65¢.

PETER PARKER, THE SPECTACULAR SPIDER-MAN #104 — **The Rocket Racer** is back — but for how long? Contract killers stalk him through the city — and only **Spider-Man** stands between him and certain death! Will **Spidey** help a former foe? Or is it . . . "The Last Race?" Written by **Bill Mantlo**, with art by **Vince Giarrano** and **Pat Redding**. 65¢.

THE NEW DEFENDERS #145 — Talk about mind-shattering aftermaths! **The New Defenders** are injured but alive after **Moondragon's** all-out attack on them — can the team continue now? That's not all **the New Defenders** have to decide — for the mystery surrounding **Cloud** suddenly gets even more mysterious! Written by **Peter B. Gillis**, penciled by **Don Perlin** and inked by new regular **Art Nichols**. 65¢.

STAR WARS #97 — **Luke, Kiro** and **Dani the Zeltron** must fight alone against an army of **Nagal** invading a remote planet! This issue, a major character dies — could it be **Luke's** last stand? "Escape" is written by **Jo Duffy** and penciled by **Cynthia Martin**. 65¢.

THOR #357 — The throne of Asgard is up for grabs — and **Loki** is determined that **Thor** shall not be the one to get it! Meanwhile, **Beta Ray Bill** and **Sif** have their hands full on Earth with the wildest villains of all! "The Credit Card Soldiers" is written and drawn by **Walt Simonson**. 65¢.

TRANSFORMERS #6 — Talk about trouble! **Ratchet** and **Buster** must free **the Autobots** from **Shockwave's** prison! But the only way they can do that is by returning to **the Transformers'** Ark! Sounds simple, right? It isn't — because to get there, **Ratchet** and **Buster** must elude **Megatron, the Decepticons**, and the even deadlier **Dinobots**! "Warrior School!" is written by **Bob Budiansky**, penciled by **William Johnson** and inked by **Brad Joyce**. Printed on high-quality Mando paper. 75¢.

SECRET WARS II (Limited Series) #1 — The most requested sequel of the decade begins! **The Beyonder** comes to Earth! And what happens next is beyond even *his* experience! Written by **Jim Shooter**, penciled by **Al Milgrom** and inked by **Steve Leialoha**. Cover by **John Byrne** and **Terry Austin**. Printed on high-quality Mando paper. 75¢.

ROCKET RACCOON (Limited Series) #3 — Things go from bad to worse for **Rocket Raccoon** when **Lord Dyvyne** and **Judson Jakes** stop fighting each other and join forces — to slay **Rocket's** love, **Lylla the Otter**! And while that's happening, **Pyko** is reprogramming **the High Robot** of Halfworld! What happens *next* can be found in "The Book of Revelations!" as written by **Bill Mantlo**, penciled by **Mike Mignola** and inked by guest inker **Al Milgrom**. Printed on high-quality Mando paper. 75¢.

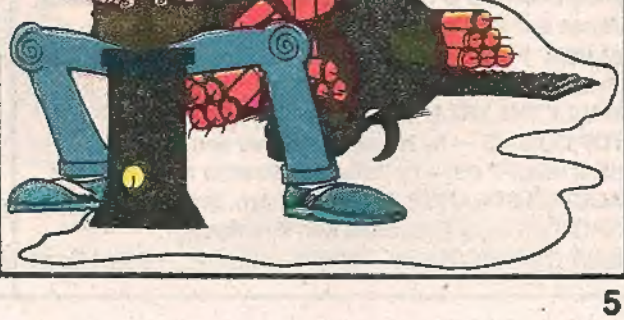
SPIDER-MAN INDEX #4 — The definitive compilation of everything you ever wanted to know about **THE AMAZING SPIDER-MAN** #85-116. Characters, credits, synopses, color cover reproductions and more! Compiled by **George Olshevsky**. Printed on high-quality Mando paper. Direct sales only. $1.25.

FRED HEMBECK DESTROYS THE MARVEL UNIVERSE #1 — Nobody thought Marvel would dare do it — so we got **Fred** to! The entire Marvel Universe goes up in smoke, in 48 fun-filled pages, as only **Fred Hembeck** could depict it! Written and penciled by **Fred Hembeck** and inked by **Vincent Colletta**. Printed on high-quality Mando paper. $1.25.

DOCTOR WHO #10 — Two titanic tales about the universe's most amazing time traveler! "Spider-God" is written by **Steve Parkhouse** with art by **Dave Gibbons**. "War of the Words" is written by **Steve Moore** with art by **Dave Gibbons**. Plus: "Who Knows" — a column featuring the latest on the greatest Time Lord of all! Printed on high quality Baxter paper. Direct sales only. $1.50.

COYOTE #12 — A life-or-death battle between **Coyote** and his lover **Tally** that is so furious, so fast-paced that it all happens in "Thirty Seconds!" Written by **Steve Englehart**, penciled by **Charles Truog** and inked by **Frank Springer**. Plus a special back-up feature: **Scorpio Rose**! Written by **Steve Englehart**, penciled by **Todd McFarlane** and inked by **Art Nichols**. From the Epic Line of comics. Printed on high quality Baxter paper. Direct sales only. $1.50.

EPIC ILLUSTRATED #30 — Earth faces its final fate — as **Galactus** gathers strength to challenge the cosmic menace threatening the universe, in Chapter Four of "The Last Galactus Story," written and penciled by **John Byrne**, inked by **Terry Austin** and colored by **Glynis Oliver**; *two* full-color **Cerebus** stories by **Dave Sim** and **Gerhard** — "Selling Insurance," in which the barbarian aardvark brings applied psychology to ancient Estarcion, and "The Girl Next Door," which chronicles his first romance; a sword-and-sorcery story set in Japan, by **Jo Duffy** and **Kent Williams**, pitting a mysterious samurai against a demonic cult; "Toadswart" by **Tim Conrad**; "Cobalt 60," by **Mark Bodé** and **Larry Todd**, in which our mutant hero gathers new allies in his war against the radio people and reveals more of his origin; and a special fantasy rock album portfolio by **Jeff Jones, Jay Muth, Jim Starlin** and **Dan Green**. Plus, a rock theme cover from the same project, by **Berni Wrightson**! From the Epic line. Printed on high-quality Danner paper. $2.50. **For mature readers.**



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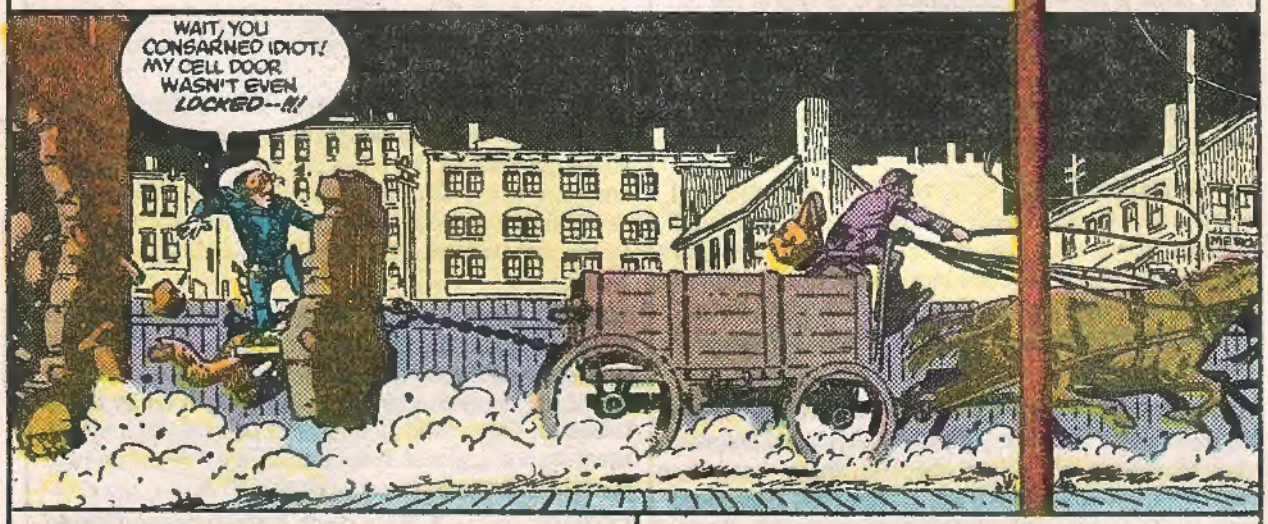
MORE COMING ATTRACTIONS

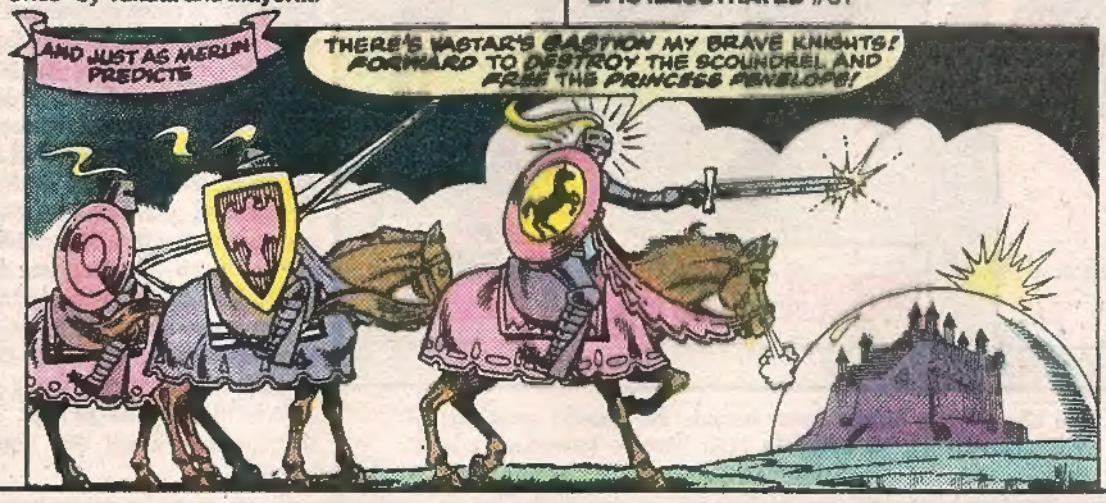


Shipping in April.

THE THING #26 — "Runaways" by **Carlin, Wilson** and **Sinnott.**
DAREDEVIL #221 — by **O'Neil** and **Mazzucchelli**
NEW MUTANTS #30 — "Beyond the Beyonder" by **Claremont** and **Sienkiewicz.**
WEB OF SPIDER-MAN #5 — by **Fingeroth, LaRocque** and **Mooney.**
PLANET TERRY #5 — by **Herman, Kremer** and **D'Agostino.**
FRAGGLE ROCK #3 — by **Kay** and **Severin.**
STRAWBERRY SHORTCAKE #3 — by **Kay** and **Severin.**
RED SONJA #10 — "Strangers" by **L. Simonson, Wilshire** and **Nichols.**
DREADSTAR AND COMPANY #2 — "Willow's Song" by **Starlin.**
THE GARGOYLE #3 — "The Druid's Tale" by **DeMatteis Badger** and **Bright.**
RAWHIDE KID #1 — "The Living Legend" by **Mantlo, Thimpe** and **J. Severin.**
SECTAURS #2 — by **Mantlo, Texeira** and **DelBeato.**
STARSTRUCK #3 — by **E. Lee** and **M. Kaluta.**
LIFE OF CAPTAIN MARVEL #1 — by **Starlin, Friedrich, Esposito, Stone,** and **Cockrum.**
THE AMAZING SPIDER-MAN #267 — "The Commuter Cometh" by **David** and **McLeod.**
CAPTAIN AMERICA #308 — "The Body In Question" by **Gruenwald, Neary** and **Janke.**
POWER PACK #13 — "Fireworks!" by **L. Simonson, Anderson** and **Wiacek.**
MICRONAUTS #11 — "Failures of the Heart" by **Gillis, Jones** and **Patterson.**
ALPHA FLIGHT #25 — "And Graves Give Up Their Dead" by **Byrne** and **Wiacek.**
WALLY THE WIZARD #5 — by **Brown.**
TOP DOG #3 — by **Herman, Kremer** and **Roettcher.**
HEATHCLIFF #3 — by **DeCesare, Kremer** and **Roettcher.**
DOCTOR STRANGE #72 — by **Stern, Smith** and **Austin.**
GROO #6 — by **Aragonés** with **Evanier.**
SAVAGE SWORD OF CONAN #114 — "The Riddle of Demuzar" by **Yakata** and **Nebres.**
BLACK DRAGON #2 — by **Claremont** and **Bolton.**
SISTERHOOD OF STEEL #4 — by **Marx** and **Vosburg.**
MARVEL AGE #29 — previews of **THE WEST COAST AVENGERS** and **THE VISION AND THE SCARLET WITCH.**
THE INCREDIBLE HULK #310 — "Banner Redux" by **Mantlo, Blevins** and **Williamson.**
THE AVENGERS #258 — "Pyrrhic Victory" by **Stern, J. Buscema** and **Palmer.**
CONAN #173 — "Honor Among Thieves" by **Owsley, Buscema** and **Camp.**
MARVEL TALES #178 — by **S. Lee** and **Romita.**
X-MEN #196 — "What Was That?" by **Claremont, Romita Jr.** and **Green.**
ROM #69 — "This World Alive" by **Mantlo, Ditko** and **Russell.**
MOON KNIGHT #3 — "A Madness of Dreams" by **Zelenetz, Warner** and **Cruz.**
G.I. JOE #38 — "Judgement" by **Hama, Whigham,** and **Mushynsky.**
DREADSTAR #19 — by **Starlin** and **De La Rosa.**
FANTASTIC FOUR #281 — by **Byrne** and **Ordway.**
IRON MAN #197 — by **O'Neil, Buckler, Akin** and **Garvey.**
PETER PARKER, THE SPECTACULAR SPIDER-MAN #105 — by **Mantlo, McDonnell** and **Breeding.**
THE NEW DEFENDERS #146 — "Fun!" by **Gillis, Perlin** and **Nichols.**
STAR WARS #98 — "Far, Far Away" by **Duffy** and **Martin.**
THOR #358 — by **W. Simonson.**
TRANSFORMERS #7 — by **Budiansky, Johnson** and **Joyce.**
ELFQUEST #1 — by **Pini** and **Pini.**
SECRET WARS II #2 — by **Shooter, Milgrom** and **Leialoha.**
ROCKET RACCOON #4 — "The Age of Enlightenment" by **Mantlo, Mignola** and **Gordon.**
THE SPIDER-MAN INDEX #5 — compiled by **Olshevsky.**
DOCTOR WHO #11 — by **Moore, Gibbons, Dillon** and **Lloyd.**
ALIEN LEGION #8 — by **Zelenetz, Warner** and **Portacio.**

Titles shipping in **May**.

THE THING #27 — by **Carlin, Wilson** and **Sinnott**.
DAREDEVIL #222 — by **O'Neil** and **Mazzuchelli**.
NEW MUTANTS #31 — "Saturday Night Fight" by **Claremont** and **Sienkiewicz**.
WEB OF SPIDER-MAN #6 — by **Fingeroth, LaRocque** and **Mooney**.
PLANET TERRY #6
PETER PORKER, THE SPECTACULAR SPIDER-HAM #3
EWOKS #3
CLOAK AND DAGGER #2 — by **Mantlo, Leonardi** and **Austin**.
DREADSTAR AND COMPANY #3 — "Holocaust" by **Starlin**.
THE GARGOYLE #4 — "Battlefield" by **DeMatteis, Badger** and **Bright**.
RAWHIDE KID #2 — by **Mantlo** and **Trimpe**.
THE REVENGE OF THE LIVING MONOLITH #1 — by **Michelinie, Silvestri** and **Isherwood**.
THE SQUADRON SUPREME #1 — "The Utopia Principle" by **Gruenwald, Hall** and **Beatty**.
CONAN THE KING #30 — "Revenge on the Black River" by **Kraar, Docherty** and **Isherwood**.
MOONSHADOW #3 — "The Crying of the Wind" by **DeMatteis** and **Muth**.
THE LIFE OF CAPTAIN MARVEL #2 — by **Starlin, Friedrich, Cockrum** and **Marcos**.
THE AMAZING SPIDER-MAN #268 — by **DeFalco, Frenz** and **Rubenstein**.
CAPTAIN AMERICA #309 — by **Gruenwald, Neary** and **Janke**.
POWER PACK #14 — "School Daze" by **L. Simonson, Brigman** and **Wiacek**.
MICRONAUTS #12 — "Descent into the Maelstrom" by **Gillis, Jones** and **Patterson**.
ALPHA FLIGHT #26 — by **Byrne** and **Wiacek**.
WALLY THE WIZARD #6
THE FURTHER ADVENTURES OF INDIANA JONES #31 — "Big Game" by **Grant, Villamonte** and **Bulanadi**.
DAZZLER #39 — by **Goodwin, Chadwick** and **Guice**.
GROO THE WANDERER #7 — by **Aragonés** with **Evanier**.
LONGSHOT #1 — by **Nocenti, A. Adams** and **Portacio**.
SAVAGE SWORD OF CONAN #115 — "Isle of the Faceless Ones" by **Yakata** and **Mayerik**.
BLACK DRAGON #3 — by **Claremont** and **Bolton**.
THE ONE #1 — by **Veitch**.
TIMESPIRITS #5 — by **Perry** and **Yeates**.
MARVEL AGE #30 — Previewing the **S.H.I.E.L.D.** and **ETERNALS** Limited Series — plus the low-down on this year's Annuals!.
THE INCREDIBLE HULK #311 — "Life is a Four-Letter Word!" by **Mantlo, Mignola** and **Talaoc**.
THE AVENGERS #259 — by **Stern, J. Buscema** and **Palmer**.
CONAN #174 — "Children of the Night" by **Owsley, J. Buscema** and **Camp**.
MARVEL TALES #179 — by **S. Lee** and **Romita**.
X-MEN #197 — by **Claremont, Romita Jr.** and **Green**.
ROM #70 — "The Hidden God" by **Mantlo** and **Ditko**.
MOON KNIGHT #4 — by **Zelenetz, Warner** and **Cruz**.
POWER MAN AND IRON FIST #119 — "Dragonslayer" by **Owsley, Bright** and **Acerno**.
ROYAL ROY #3
MUPPET BABIES #3
GET ALONG GANG #3
SOLOMON KANE #1 — by **Macchio, Blevins** and **Carr**.
G.I. JOE #39 — "Walk Through the Jungle" by **Hama, Whigham** and **Mushynsky**.
WEB OF SPIDER-MAN ANNUAL #1
MARVEL FANFARE #22 — by **McKenzie** and **Steacy**.
FANTASTIC FOUR #282 — by **Byrne** and **Ordway**.
IRON MAN #198 — by **O'Neil, Buckler, Akin** and **Garvey**.
PETER PARKER, THE SPECTACULAR SPIDER-MAN #108 — by **Mantlo, McDonnell** and **Breeding**.
THE NEW DEFENDERS #147 — ". . . And Games!" by **Gillis, Perlin** and **Nichols**.
STAR WARS #99 — "Touch of the Goddess" by **Duffy** and **Martin**.
THOR #359 — by **W. Simonson**.
ELFQUEST #2 — by **Pini** and **Pini**.
SECRET WARS II #3 — by **Shooter, Milgrom** and **Leialoha**.
TRANSFORMERS #8 — by **Budiansky, Johnson** and **Joyce**.
SPIDER-MAN INDEX #6 — compiled by **Olshevsky**.
DOCTOR WHO #12
SWORDS OF THE SWASHBUCKLERS #2 — by **Mantlo** and **Guice**.
COYOTE #13 — by **Englehart, Truog** and **Springer**.
EPIC ILLUSTRATED #31


AND JUST AS MERLIN PREDICTS
THERE'S VASTAR'S CASTLE! NOW MY BRAVE KNIGHTS! FORWARD TO DESTROY THE SCOUNDREL AND FREE THE PRINCESS PENELOPE!

NEWSWATCH Got a minute? Get some news!

ITEM! In case you missed it in the Coming Attractions section — don't miss it here! **DREADSTAR, Jim Starlin's** magnum opus from Epic Comics, turned out to be too big, too exciting, and too much fun to be direct sales only! So we've started a *new* series, **DREADSTAR AND COMPANY**, that'll reprint the **DREADSTAR** story from the beginning — and it'll be available everywhere comics are sold! So if you're one of the true believers that made **DREADSTAR #1** a hit — spread the word! And if you *missed* that dramatic debut — take heart! Now you've got a second chance to get in on the ground floor of one of the wildest space-sagas ever to hit comics! Don't miss out!

ITEM! As if **John Byrne** wasn't busy enough, what with writing and drawing **THE FANTASTIC FOUR**, taking over **THE INCREDIBLE HULK**, and working on some to-be-announced projects — the amazing **Mr. B** has found time in his awesome workload to do some *covers* for us too! In addition to drawing the covers for his own books, **John's** art will grace the front of: **POWER MAN AND IRON FIST #119, IRON MAN #197, CAPTAIN AMERICA #308,** and **SECRET WARS II #1!** The Bullpen's already given **John** a big hand — and once you see these covers, you will too!

ITEM! Be on the lookout for **THE THING #27!** Why? Well, it features the return of a certain team of motorcycle stuntriders who once had their very own Marvel series! But if you think you remember them well — you may just be surprised! We can't say much *here*, but trust us — it's all revealed there!

ITEM! Let's hear it for the Marvel Age of Fashion! The first thing you'll notice when you pick up **THE VISION AND THE SCARLET WITCH #1**, on sale this spring, is that the **Scarlet Witch** is is sporting a revamped costume! The double-sized issue, written by **Steve Englehart** and drawn by **Richard Howell** and **Andy Mushynsky**, also features the return of a villainess you may remember from issues of **DAREDEVIL** and **SPIDER-WOMAN** — and *she's* got new threads too! Both new outfits are the work of the fashion-conscious **Mr. Howell** — and the Marvel women have seldom been in better hands!

ITEM! Now that **Bob Budiansky** is taking on **SECRET WARS II** as editor, he's going to need an assistant on his other special projects! So who'd we get him? Only the highly capable **Bob Harras**, direct from **Ralph Macchio's** office! **Bob** has been invaluable in putting together **DAREDEVIL, THE MICRONAUTS,** and all of **Ralph's** other books, and is sure to be a great help to our other **Bob.** Meanwhile, that leaves **Ralph** assistantless. But we looked around, and came up with **Craig Anderson** — who used to work with **Virginia Romita** in the Traffic Department. Good luck to you, **Craig** — and don't let those books get late!

ITEM! Minute's up! See you next month!

This all-new **Jim Starlin** cover heralds the second great age of **DREADSTAR!** It'll be available from here to Latveria — and at only 75¢, too!

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Comics Buyer's Guide
Fan Awards for 1984

Vote for your favorite in each category:

1. Favorite Editor .....

2. Favorite Writer .....

3. Favorite Artist .....

4. Favorite Cover .....

5. Favorite Comic Book .....

6. Favorite Story .....

7. Favorite Book* .....

8. Favorite Character .....

9. Favorite Supporting Character .....

10. Favorite Publication about Comics .....

11. Favorite Writer about Comics .....

12. Favorite Fan Artist .....

Phil Seuling Award for Favorite Direct-Sale-Only Title .....

**"Favorite Book" can include your favorite graphic novel, favorite reprint collection, favorite book about comics, etc. — with a copyright date of 1984.*

Only material cover-dated 1984 is eligible for consideration.

Anyone may copy and circulate this ballot, and any fan may vote only once and vote for no more than one nominee in each category. Ballot-box stuffing will result in the destruction of all ballots involved. You need not vote in all categories. ***The Comics Buyer's Guide*** *is not eligible for Category 10.*

A free copy of ***The Comics Buyer's Guide*** *#600 (which will carry the results of voting) will be sent to any voter who does not already have a current or expired subscription to* ***CBG****.*

Mail your ballot individually in a single envelope by April 13, 1985 to:

The Comics Buyer's Guide *Fan Awards*
700 East State Street
Iola, Wisconsin 54990

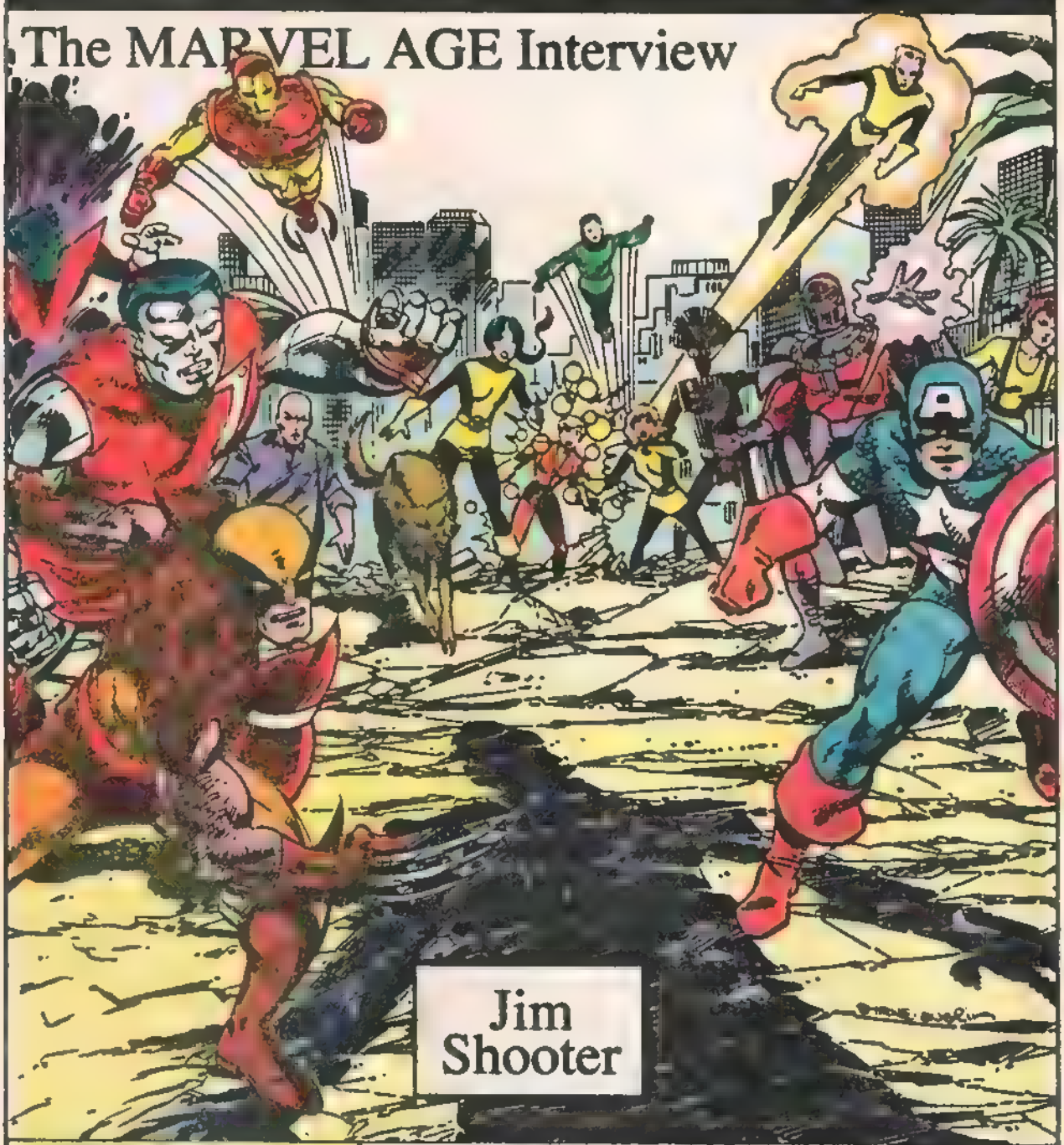
Name ..... **Age** .....**Male** **Female** *(circle one)*

Street or Box .....

City, State, and ZIP .....

Please type or print your vote and information clearly.

The MARVEL AGE Interview



Jim Shooter

by Dwight Jon Zimmerman

Marvel Editor-in-Chief **Jim Shooter** is a man who truly needs no introduction to the legions of fans who have followed his career. Jim began his professional comics-writing career at the remarkable age of thirteen. As Jim quickly demonstrated, this was only the first in a long string of memorable accomplishments.

At Marvel, Jim quickly established himself not only as a respected professional but also as one of the House of Ideas' most innovative writers. Fans still fondly recall his gripping issues of **DAREDEVIL** and his ground-breaking work on **THE AVENGERS** — not to mention **DAZZLER, GHOST RIDER,** and a host of other Marvel titles.

Today, as editor in chief of Marvel, Jim oversees the production of over fifty comics a month and guides the development of exciting, new projects. These two tasks alone would be more than enough to keep anyone busy, but Jim manages to find time for more. In January, 1984, MARVEL SUPER HEROES SECRET WARS #1, written by **Jim Shooter,** hit the stands and the rest is history.

And now? Jim graciously took time out from his busy schedule to tell us about his latest project . . . **MARVEL SUPER HEROES SECRET WARS II!**

When did you create the concept for a sequel to **SECRET WARS?**

Basically, at the same time as I came up with the concept for the first **SECRET WARS.** From the very beginning I planned a sequel. In the presentation I gave to **Mike Hobson,** our Vice-President of Publishing, two-and-a-half years ago, the last paragraph in the presentation described the ideas I had for a sequel. Naturally, if **SECRET WARS** had been a disaster, we probably would have forgotten about ever doing **SECRET WARS II.** But the twelve-issue series was one of the best-selling comics in several decades. So naturally we are going to go

on and do **SECRET WARS II**.

Is the saga set on another world?

No, this time, the adventure takes place on Earth. The whole concept for **SECRET WARS II** is much different from **SECRET WARS**. In the first twelve-issue series, we introduced **the Beyonder** and established that he was studying these beings — us — he had discovered. **The Beyonder** is not from a different dimension or a different planet, he is from a whole different universe — actually a whole different multi-verse. Where he existed, he was everything and everything was him, in a sense he was like **God** before there was Genesis. Then an event, which we will discover later, opened a hole into our universe, and he saw Earth. For **the Beyonder** it was like when the Dutch inventor, **Van Leeuwenhoek**, looked through his microscope and discovered little paramecia swimming in a drop of water. It was a shocking revelation — a whole new world of existence was revealed. This is similar to what happened when **the Beyonder** saw Earth.

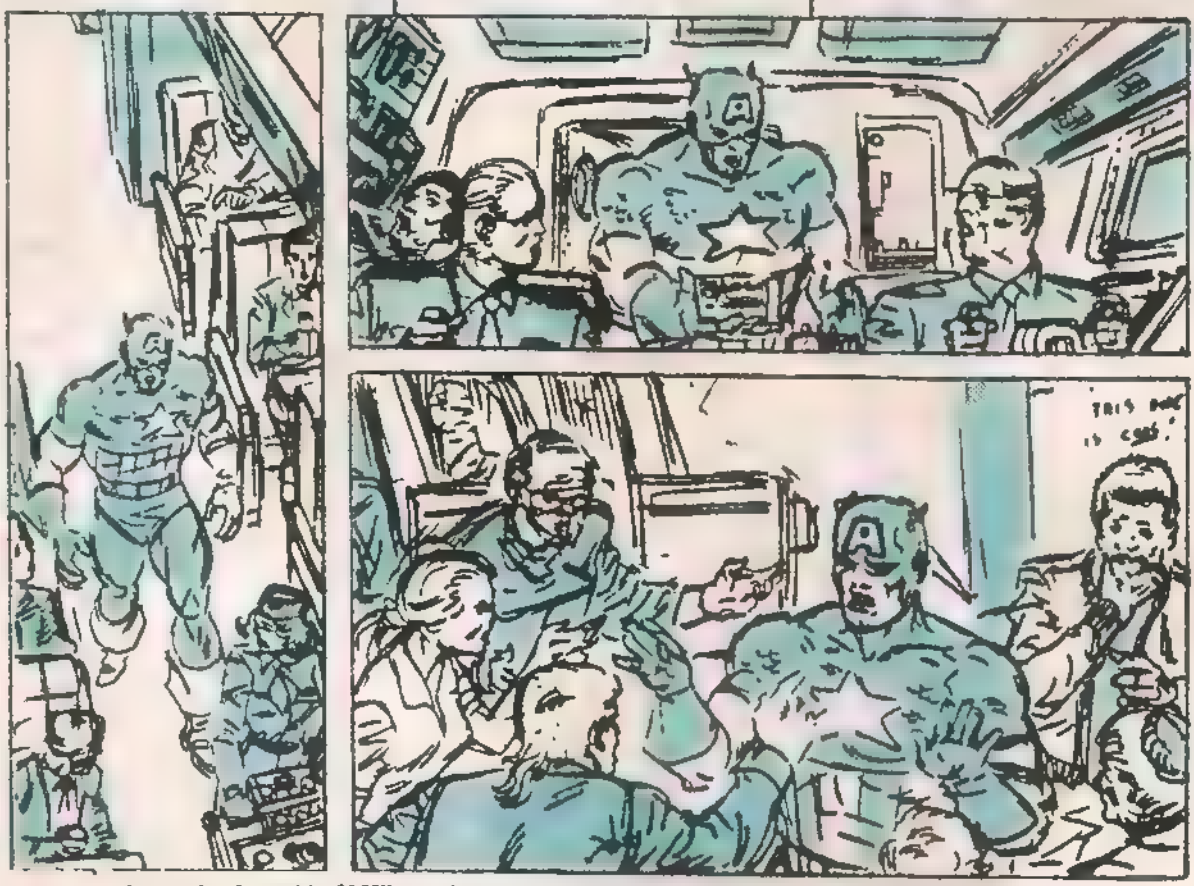
He encountered a whole new realm of experience?

Right. When **the Beyonder** saw Earth, it was something completely beyond his comprehension. And **SECRET WARS** detailed **the Beyonder's** attempt to study what were to him these little paramecia, in other words, the super heroes and villains of Earth. The face value of this, at first, from the heroes' point of view was that they had become involved in one big gladiatorial conflict — something for the amusement of some mad god. Of course later on it was revealed that what was happening was not that simplistic at all. **The Beyonder** was someone far more than what the heroes imagined. Then, at the end of the conflict of **SECRET WARS**, for **the Beyonder** the unimaginable happened. **Doctor Doom** got to him and managed to siphon away a great deal of his power and **the Beyonder** was for a time forced to co-exist with the primitive creatures he had been observing.

Now in the sequel, having had the experience he did in **SECRET WARS**, **the Beyonder** takes the next logical step in studying what are to him extremely fascinating life forms. So, he comes down to visit them. And this nine-issue series details **the Beyonder's** adventures on Earth.

*We heard that the story in **SECRET WARS II** will be closely tied with other comics in the Marvel Universe. Could you tell us how this will happen?*

As you will recall in **SECRET WARS**, the whole twelve-issue saga fit in the period of time between the January and February comics of 1984. In **SECRET WARS II**, the relationship more resembles the structure of a tree. The main story-line, of course, takes place in **SECRET WARS II**. But with each issue, the story branches out — or crosses-over — into other Marvel titles. In the course of this nine-issue story, every single character and title in the Marvel Universe will be touched. Sometimes the various small parts of the main story will be concluded in the cross-over books. Other times, the plotline will weave back into the main story-line and be concluded in **SECRET WARS II**. For instance, part of the story in the first issue of **SECRET WARS II** continues in **NEW MUTANTS #29** and extends on into **X-MEN #195**. Another part of the story in **SECRET WARS II** continues in **CAPTAIN AMERICA #308**. Then the events that happened in **Cap's**



A sample of amiable **Al Milgrom's** pencils from the first awesome issue of **SECRET WARS II**!

The Secret Wars move to Earth — and you'll see some of the action in *these* comics!

story weave back into the main storyline. As you might expect, all the cross-overs are done in a very tight continuity. It is possible to read only **SECRET WARS II** and follow the story, but it is much better if you read all the Marvel books connected with the adventure, because you will then get the whole picture. So **SECRET WARS II** is really not a nine-issue story — it's actually a forty-issue saga.

But instead of waiting four years for the whole story to unfold, everything will happen in less than a year.

Right, everything will happen very rapidly because the story will unfold at a rate of four or five issues a month.

It sounds exciting.

Yes, I think it's exciting. And everyone in the office is excited about **SECRET WARS II** as well. That's always a good barometer. When the people here ask about a project and make a point of pulling that issue off a stack of comics first, it's a pretty good indication of what the project will do in the stores. I've never seen this "barometer" fail. That's what the guys in the Bullpen did with **SECRET WARS** and it wound up being the biggest hit of modern times. I expect that if we do a good job on **SECRET WARS II** that it will sell even better because I think that **SECRET WARS II** has an even better concept.

*That's saying something, because **SECRET WARS** was so popular.*

It seems like the only ones who didn't like **SECRET WARS** were about six critics who write columns in the fan magazines. I've gotten tons of favorable mail and tons of great response at conventions about **SECRET WARS**. The mail, itself, was really incredible — the volume was great and nearly all of it was positive. I ought to mention that it's not terribly unusual to get a lot of positive mail on a series at Marvel. Almost all the mail we get is positive because generally, if people feel motivated enough to write, it's because they have something nice to say.

How do you coordinate your story with the continuity in the other comics?

With the Marvel Universe, it is critical to talk to the editors. I spend a long time in conference with editors and in informal discussions on the phone and in the hallway. All in all, I'd say I spent hundreds of hours doing this on **SECRET WARS** and **SECRET WARS II** is shaping up the same way. With **SECRET WARS II**, I circulate each

issue's plot around to every editor and get their comments. I then talk with the editor and writers of the particular issues that will have cross-overs with my story. Very frequently what has happened is that they'll ask if they can take something I'm doing and spin it off into one of their own continuities.

With **SECRET WARS**, *many major changes happened in the lives of some of the major characters. Will similar sorts of changes be happening in* **SECRET WARS II**?

You know, a lot of fuss was made about "The Big Changes in **SECRET WARS**"! And the fact is that change was not the point of **SECRET WARS**. It was never the point. I don't know how the talk started because here at Marvel, we always have changes. As far as I'm concerned, it's impossible to tell a good story without some sort of development or change in the character. So the fact that in the twelve-issues that made up the saga of **SECRET WARS** there were significant events in the heroes and villains' lives, considering how many issues there were, how could there not be changes? As an example, if you look at **FANTASTIC FOUR** from issue #40 through #90 you will discover that many, many important things happened! Amongst other things, **the Inhumans** appeared, **Crystal** became **the Human Torch's** girlfriend and **Reed** and **Sue** had **Franklin**. Things changed for **the FF** during that period. And just like it was in Marvel during the Sixties, so it is in Marvel in the Eighties, things can and do change in the Marvel Universe.

Similarly because **SECRET WARS II** is a nine-issue series that will actually encompass over forty books in all there will be some changes and major developments in a lot of characters.

But they will not be made for the sake of change?

No, that's betrayal as far as I'm concerned.

Who is the artist for **SECRET WARS II**?

Allen Milgrom. **Sal Buscema** was originally slated to draw it, but the only trouble with **Sal** is that he's in Virginia. And this book requires such tight continuity that it is difficult to work with someone so far from New York City. So there was nothing wrong with **Sal**, only with where he was living.

What is your most satisfying experience with the series?

Working with some of the best editors, artists and writers in the business and coming up with a great story. They helped me a lot in **SECRET WARS** and because of the enthusiastic way that they're doing their cross-overs, **SECRET WARS II** is going to be even better.

CYNTHIA MARTIN, THE NEW STAR OF STAR WARS™

by **Dwight Jon Zimmerman**

Unless you just arrived from another galaxy far, far away you already know about **Luke Skywalker, Princess Leia, Han Solo** and all the other members of one of the world's most popular science fiction sagas, **STAR WARS.**

But what you may not know is all the excitement that rose from both pros and fans alike when **STAR WARS** editor **Ann Nocenti** announced that newcomer **Cynthia Martin** would be the new regular penciler of everybody's favorite Jedi knight and his friends.

For **STAR WARS** writer **Jo Duffy**, herself, **Ann's** choice was particularly gratifying, because it was **Jo** who discovered **Cynthia** last year at a Creation convention in California.

As **Jo** recalled, "I was at the Marvel table looking at samples from aspiring artists and writers. **Cindy's** boyfriend, **Sean Damine**, was the one who actually showed her art samples to me. **Cindy's** art not only looked very promising, it also looked very exciting. She was rooted in a whole different aesthetic than the people whose work I had already seen. She had a fresh style that the industry could really use. I asked **Sean** to get **Cindy** and bring her over so I could meet her."

It was a momentous meeting that was captured forever on film, for just as the two started talking, the floodlights from a mobile television camera flashed on and **Jo** and **Cynthia** suddenly discovered that they were being interviewed for the nightly news on the local TV station!

After their moment of television fame had passed, **Jo** gave **Cindy** her card and told her to stay in touch. **Cindy** did, sending more samples of her work as the months passed. Then one day **Cindy** got a phone call from **Ann Nocenti** asking her if she'd like to do a trial issue of **STAR WARS.**

"At first I thought it was a prank," **Cynthia** confessed. "Even though **Jo** said some real nice things about my samples, I really couldn't believe **Ann** was calling me, considering how little experience I have in comics!"

But a prank it wasn't, and with enthusiastic support and pointers from both **Ann** and **Jo, Cynthia's** trial issue was so impressive that she was promptly selected as the new regular artist.

"I'm in heaven," **Cynthia** said. "**STAR WARS** is my fave rave. I think I have everything that was ever put out about the movie. And even at this late date I have a hard time believing my incredible luck of now drawing the series."

Oddly enough, **Cynthia** had never been interested in comics, even though her boyfriend is an avid comic book fan. And despite her natural artistic talent, **Cindy** was planning to go to college to become a lawyer. Then **Sean** convinced **Cindy** to read **X-MEN** #173.

"Not only did I read it from cover to cover," **Cindy** said, "it was also the comic that caused me to fall in love with the medium. Right then and there I decided to throw all caution to the

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wind and become a comic book artist."

For **Cindy**, a self-taught artist who learned her skills by studying art books she borrowed from all the area's libraries, the effort of adapting her style to comics was a challenge.

"It was frustrating for a while," **Cindy** said. "I kept drawing individual pictures. I was not really telling a visual story. I have to hand it to **Sean**, he showed me how to re-orient my thinking. Through him, I began to identify what to look for in a story and how to catch the most significant images on the drawing board. When I did that, the story flowed.

"I'm still learning a lot," **Cindy** quickly added, "but that particular moment of understanding about comic book illustration was my first big step."

Her second step was learning how to work Marvel style, from a plot sent by a writer living on the other side of the continent.

"**Jo** and I talk a lot on the phone," **Cindy** said. "**Jo** has an enormous gift at being able to put ideas into other people's heads. And reading **Jo**'s plots is always a lot of fun. She's got a fantastic sense of humor which she uses to great effect in her description of things. **Jo** makes my job so easy because she has so many super ideas and presents them so clearly that I have absolutely no trouble putting the story into pictures."

When she's not busy working on **STAR WARS**, **Cindy** is busy reading the latest Marvel comics. "**The X-MEN** is my life's blood," **Cindy** said. "I'm crazy about that series. And **THE NEW MUTANTS** is so good it makes me want to cry. It's no secret to anyone who knows me that I think **Bill Sienkiewicz**'s art is incredible. **DOCTOR STRANGE** is another favorite. I really love **Paul Smith**'s work. I'm only sorry I don't have more time to look at all the comics as much as I'd like."

As for artistic influences, **Cynthia** said, "They're a combination of classic artists and the modern comic book ones. I really had an eclectic education — I studied everybody. And the few times I actually took a formal art course, I found out I hated it. A big influence on me was — and still is — **Leonardo Da Vinci**. He knew more about anatomy than I think I can ever learn."

When asked if she'd like to see anything in particular happen in **STAR WARS**, **Cynthia** said, "What I'd like to see happen is what is happening right now. What **Jo** is doing with the storyline surpasses my wildest fantasy. She is not only remaining true to the spirit of the movies and all the concepts that made the trilogy great, she is giving it new life and blood and not only hanging on to all the old characters, she's adding an incredible group of new ones!"

The most important in the new group is the mysterious **Nagel**. "It is a really ferocious alien civilization that has been watching the on-going fight between the Rebel Alliance and the remaining Imperial forces," **Jo** said. "And they're waiting for the right moment to strike, when they feel the two groups are at their weakest."

And as for **Luke** and his friends, **Jo** said, "They are getting really fed up with the leaders in the Alliance who have been sending them off to all corners of the galaxy on individual missions for what seems to them to be no reason. Also, **Luke**, **Han**, **Leia** and **Lando** have been seeing some pretty obvious developments building up, but no one in the Alliance will take the time to listen to them. Eventually they are going to rebel against the Alliance leaders and deliberately form their own guerilla band. What happens then is anybody's guess, but you can bet that it will include a lot of hair-raising action."

When asked about anything important happening in the personal lives of the **STAR WARS** heroes, **Jo** said, "The one thing that *won't* be happening is that we will not have **Han** and **Leia** get married. I certainly would if I could, but if that is going to happen, **George Lucas** has to do it first in his movie."

The 100th issue of **STAR WARS** is rapidly approaching. As for any special plans for that issue, **Jo** smiled and said, "Well, it's going to be double-sized, definitely. And **Cynthia** and I are involved right now with a very complex story that is building up to a big shocker of a climax. And it will all happen in that 100th issue. Beyond that, I can't say anything more."

Reader response to their effort has been exciting. "The readers are really involved with the series," **Jo** said. "And it's a great feeling to know that you're reaching an audience that cares about your efforts. A lot of them sense that **Cynthia** and I love these characters as much as they do."

Cynthia added, "I saw the first movie, **STAR WARS**, when I was a kid, and it really is one of those things that stays with you all your life — it made that much of an impact on me. And now to be the artist of the **STAR WARS** comic as well — wow, I mean the idea is just so cosmic as to almost not be believed! It really makes you think that there is a Force out there!"

As **Cynthia** and **Jo** returned to work on their next **STAR WARS** saga, they passed on a special message to all their loyal readers, "May the Force be with you!"

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HEMBECK'S PAGE
WOW! THAT'S UNBELIEVABLE!
IT SAYS HERE THAT THE BEYONDER, THAT NUTTY ENTITY BEHIND THE SECRET WARS, IS COMING TO EARTH TO WALK AMONGST US IN HUMAN FORM! WHEW! THAT'S HEAVY DUTY STUFF.
AND SO, LATER AT THE MALL...
PARDON ME MISS, BUT ARE YOU THE BEYONDER?
GET LOST, YOU CREEP!
I SWEAR, THE LINES GUYS ARE USING ARE GETTING WEIRDER AND WEIRDER...
SIR, ARE YOU PERHAPS THE BEYONDER?
CRAZY HIPPIE-- GET A JOB!
HMM. THIS CRACKPOT IS LOOKING FOR THE GUY FROM THAT SECRET WARS COMIC BOOK.
heh heh. NOW'S MY CHANCE TO HAVE SOME FUN...
WELL, I'VE ALWAYS WONDERED WHY YOU WANTED TO KEEP THE SECRET WARS SECRET?
YOU KNOW WHAT THEY SAY, THE BIGGER THEY ARE, THE MORE MODEST THEY ARE--
BILLY!
AL'S DIA
COMING!
..."BILLY"?..
AL'S DIAN
MY CODE NAME. I HAVE TO GO NOW. AN ENTITY EVEN MORE POWERFUL THAN MYSELF IS CALLING.
WHO'S THAT?

IN FACT, SINCE THE FIRST ISSUE OF SECRET WARS II WILL BE OUT SOON, I BETCHA HE'S HERE ALREADY. GEE, I WONDER WHAT HE LOOKS LIKE?..
SAY, IF I COULD GET AN INTERVIEW WITH THE BIG FELLA BEFORE THE SERIES COMES OUT, THAT WOULD BE SOME SCOOP! THEN THE EDITORS AT MARVEL AGE WOULD HAVE TO GIVE ME A RAISE!..
BUT WHERE WOULD I EVER BEGIN TO LOOK FOR THE BEYONDER?
AH, I'VE GOT IT! IF HE WANTS TO SEE HUMANS, WHERE ELSE WOULD HE GO BUT TO THE MALL?
I COULDN'T HELP BUT OVERHEAR. HOW IN THE WORLD DID YOU EVER LOCATE ME HERE?
YOU MEAN YOU'RE--?
YUP.
WOW.
BUT YOU'RE SO YOUNG?!..
IT ONLY LOOKS THAT WAY.
WOW.
NOW, YOU HAVE ANY QUESTIONS?..
AL'S DIAMO
HER CODE NAME IS "MOM"!
AL'S DIAMO
WOW! EVEN MORE POWERFUL THAN THE BEYONDER!
WHAT A SCOOP!
MORE AWARD WINNING JOURNALISM NEXT MONTH! BE HERE!

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STAR SPOTLIGHT ON . . .

by **Sandy Hausler** and **Adam Phillips**

"Go bother the Earthlings!" said one alien. Another said, "Enough already!" Who were they talking to? Young **Planet Terry**, of course, the space-travelling star of his very own Star Comics. And what were the aliens so annoyed about? Well, **Terry** wanted to ask (for the umpteenth time) if anyone had seen his parents.

You see, **Terry** was lost in the far reaches of space when merely an infant. Just after his birth he had been put in the star cruiser **Space Warp's** only sterile environment, a tiny lifeship — but as fate would have it, the lifeship was jettisoned accidentally, and **Planet Terry** was stranded in space.

In spite of his lack of parents, **Planet Terry** grew up a bright young boy. He was fed, cared for and educated by the lifeship. Now he searches the galaxy for the parents he has never known, accompanied by his friends **Robota** and **Omnus**. **Robota**, a Series III servant robot, was **Terry's** reward for having vanquished the dreaded **Yungmun** on the planet Bznko. She had become obsolete when the new Series IV robot came out, and **Terry** found her in a garbage dump when he was given (quite literally) the "pick of the litter" by the Bznkoans. **Omnus** is a large, green, rowdy alien whom **Planet Terry** and **Robota** encountered on their way to the Milktoast Malt Shop. **Omnus** accompanied them as they followed up a lead on the whereabouts of **Terry's** parents. In a fight with the sleazy patrons of the bar, **Omnus** formed an alliance with **Planet Terry** and **Robota**, and joined them on their quest for **Terry's** parents.

The gentle humor and exciting science fiction of **PLANET TERRY** are the products of writer **Lennie Herman**, who, sadly, did not live to see his latest creations in print. **Herman**, also the guiding force behind **TOP DOG** and **ROYAL ROY** for Star Comics, had long been an important force in children's comics, including being a writer and editor for Harvey Comics. From 1972-1983 Herman scripted many Harvey titles, among them **RICHIE RICH**, **DOLLAR THE DOG** and **JACKIE JOKERS**, and was also a contributor to Marvel's **CRAZY MAGAZINE**.

Lennie was also the vice-president of the **Cartoonist Guild**, and was well known as a gag-panel cartoonist. His cartoons appeared in **COLLIERS**, **THE SATURDAY EVENING POST**, and **READERS DIGEST**, among others.

Sid Jacobson, editor of the Star Comics line, remembers **Lennie** fondly. "**Lennie** was the funniest person I've ever known and the funniest writer I have ever worked with in comics. He made a tremendous impact on everyone he knew. He was everyone's friend." **Lennie's** work in children's humor comics will influence writers for years to come, and his creations for Star Comics show that children's comics need not be restricted to childish topics. The science fiction of **PLANET TERRY** is as convincing and enjoyable as any "down to earth" comic book.

Lennie Herman died of a heart attack on January 2, 1984. The three comics he created for Star Comics have just debuted, and although he wrote only a few issues of each title before his untimely death, his memory will live on, as new writers take on the rich series concepts that **Lennie** created, and continue them for years to come. And nowhere is this more apparent than in the pages of **PLANET TERRY**. If and when **Terry** finds his parents, his wandering star is sure to keep shining. He's destined to travel to worlds beyond our imagination, sure to find excitement, friendship and adventure wherever he goes.

For **PLANET TERRY**, not even the sky's the limit!

THE Black Dragon

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by Dwight Jon Zimmerman

March is the month of blustery winds, winter's last storms, spring's first showers and, at Marvel, the debut of a special six-issue limited series from Epic Comics, **THE BLACK DRAGON**, by **Chris Claremont** and **John Bolton**. It is a historical romance that is, in series editor **Jo Duffy's** words, "actually a 185-page illustrated novel founded in the classic fantasy adventure tradition."

Set in 12th Century England, **THE BLACK DRAGON** details the vicious and escalating struggles between the Norman nobility and the displaced Saxon populace as the Norman invaders attempt to cement their authority on the land subdued by **William the Conqueror**. The terrifying consequences of the Saxons's overwhelming desire for vengeance, retribution and the ousting of their Norman oppressors places **the Black Dragon** in a position he never sought and in a role he never dreamed existed, that of defender of Earth!

The Black Dragon is **Sir James Dunreith**, a dispossessed English Duke and a man torn by his quest for knowledge, his duties to the crown and his loyalty to his friends. "**Dunreith** is what would be called, centuries later, a scientist," **Chris Claremont** said. "He is a Renaissance man four hundred years before his time. He is a man interested in everything. As a result of his forced exile, he has traveled and studied in places all over the Eurasian landmass, including China and Japan. He has learned more things in the comparatively few short years of his exile than what has been learned by most European men since the fall of the Roman Empire.

"As a result of his interests and experiences, **Dunreith** has gained the reputation of a sorceror. For what **Sir James** does through his greater knowledge of science, medicine and alchemy, his peers believe can only be done with magic. **Sir James** is not above using his acquired reputation, and all the sinister overtones attached to it, to get himself out of tight squeezes. But in truth, as far as he's concerned, there is no such thing as magic. **Sir James** believes in a world he can see, feel and taste — the physical world. Beyond that, there is nothing. He is in for a rude surprise."

Richard the Lionhearted, King of England, has embarked on a Crusade, leaving behind Eleanor of Aquitaine to act as regent. With **Richard** gone, rival factions are struggling for power, including **Prince John**. It is during this period of instability that **Sir James** flouts the injunction against

ever setting foot on English soil, and returns. It is a decision that almost proves fatal, for even though **King Henry II**, Richard's father and the man who seized **Sir James'** land and ordered the duke into exile, is dead, the order of banishment is not.

"In the first issue, **Sir James** is being hunted down by an ecclesiastical troop," **Chris** said. "The Church has a whole list of charges against him, having branded **Sir James** a heretic and sorceror, amongst other things. **Sir James** is caught and almost burned at the stake. The Church believes it is doing the civil authorities a favor because, in addition to their own charges, the death penalty for **Sir James** if he ever returned to England is still in effect."

Eleanor of Aquitaine, however, intervenes. **Sir James** is saved. But her action is not an altruistic gesture of royal clemency. **Eleanor of Aquitaine** needs help. And she believes **Sir James** is the only man who can provide it. "The reason for that," **Chris** said, "is because there are rumors of rebellion surrounding **Edmund De Valère**. And those rumors suggest the use of Black Magic of the worst kind. **Eleanor** is capable of stopping a normal rebellion, but this threat is beyond her expertise. So she turns to the man she believes is an expert in the arcane field, **Sir James Dunreith** — in effect deciding to send a sorceror to defeat another sorceror. If **Sir James** is successful, he will be exonerated by a grateful monarch and all his lands and titles will be restored. **Sir James**, for his part, believes that while the rebellion itself might be real, refuses to consider any link of it to sorcery. When he finally discovers that he is, in fact, up against a real sorceror and real sorcery, that's when the real trouble for **Sir James** begins."

Sir James' problems in England actually start even before he leaves **Queen Eleanor's** court because **Edmund De Valère**, Earl of Glenowyn, is **Sir James'** long-time friend!

The reasons for suspicion of treason by **Edmund** have their roots in the hatred of him that began literally on the day he was born. **Edmund** was the illegitimate son of a Norman earl and his Saxon mistress. Over the years, all the earl's legitimate offspring died, leaving him with no heir save **Edmund**. Against all tradition, the Earl of Glenowyn legitimized him and made **Edmund** heir to the lands and title.

Sir James Dunreith and his family crest . . . **the Black Dragon'**

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This was not a popular move and the Norman nobility promptly ostracized **Edmund**. **Edmund**'s taking of a Norman woman as his wife didn't improve matters. If anything, it made matters much worse.

"Before **Sir James**' banishment," **Chris** said, "**Edmund** was one of his best friends. And, in return, **Sir James** was **Edmund**'s only friend in the court." Thus **Sir James**' new role as spy and possible executioner rests very uncomfortably on his shoulders. **Sir James**' personal struggle gets worse when he meets **Edmund**'s daughter, **Elilanne De Valère**.

"In a sense, she is an exile just like **Sir James** was," **Chris** said. "She has not seen her home, father or family for quite a number of years, having been raised in the Queen's household. Now she is returning home. Along the route she meets **Sir James**. And quite unexpectedly for them both, they fall in love. Unfortunately, this romance shall prove to be very disastrous for them."

Sir James discovers as his battle against his friend's rebellion becomes more dangerous that he has an unexpected and unusual ally, his coat-of-arms. "There is more to **the Black Dragon** than just the name or symbol," **Chris** said. "**Sir James** shall discover the reason why **the Black Dragon** is both his nickname and coat-of-arms. This revelation will show **Sir James** that he is more than he ever dreamed he was."

Sir James will need all the help he can get because, as **Chris** said, "The consequences of **Dunreith**'s failure to stop **Edmund** are too terrible to contemplate. The means that **Edmund** is planning to use to cleanse the land of Norman 'infestation' are so terrible in every sense of the word that if he is successful, **Edmund** will literally inflict a wound on Earth itself — on the life-force of Earth — that will never heal."

Aside from meeting the deadlines, **Chris** said that his greatest challenge with **THE BLACK DRAGON** was that the limited series is about a new character in a medieval setting. "I don't have the luxury of years of reader familiarity with the concept and characters like I do with, for instance, **THE X-MEN**. Everything has to be established from the first page on. And we are also dealing with a time, a place and a type of story that most people aren't very familiar with.

"No one in comics has done a medieval adventure in quite a few years, so it's pretty much an unplumbed period — one that **John** and I have wanted to use for quite some time.

"**THE BLACK DRAGON** was originally proposed as a Graphic Novel," **Chris** said. "But as **John** and I started working things out, we discovered that we had more material than what could fit into a 64-page story. So we talked the revised concept over with **Archie Goodwin**, Epic's editor in chief, and the decision was made to do it as an Epic limited series."

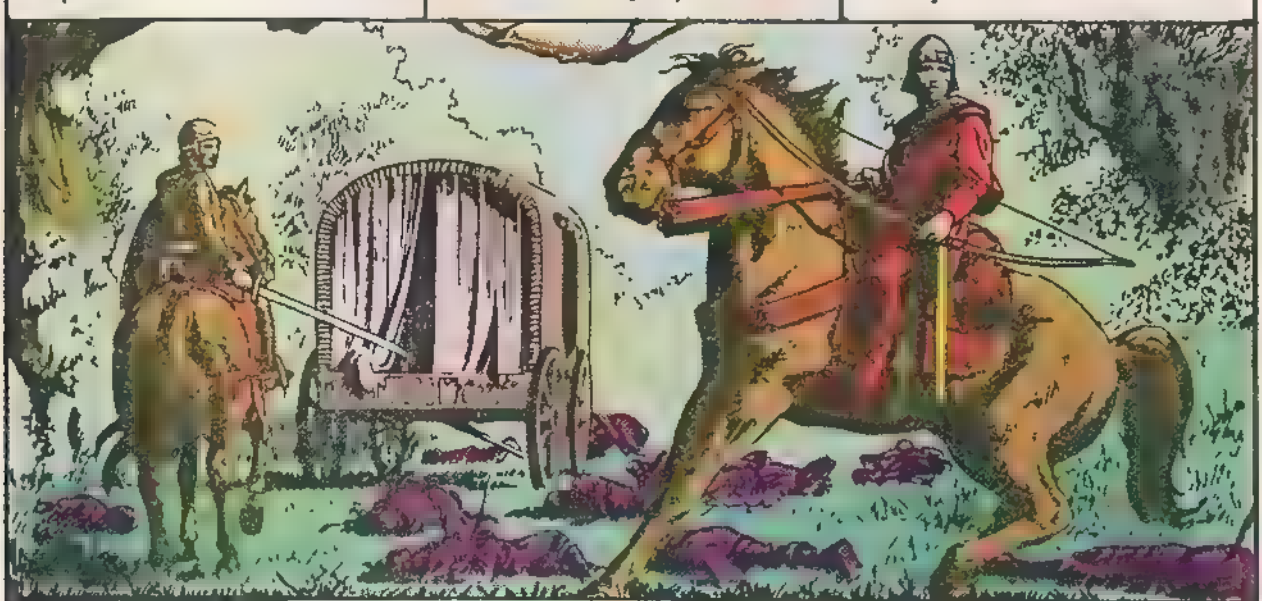
As for how everything has come together on the project, **Jo Duffy** said, "**Chris** and **John** have a real magical rapport. They are two of the most agreeable to work with creators I've ever encountered. An ocean separating **Chris** and **John** from each other has been absolutely no problem. The phone wires are constantly humming, and since **Chris** was born in England, he loves any excuse to return to the land of his birth. **John** has actually called his guest-room '**Chris**'s room' because he's been visiting **John** so much."

As for **John**'s art on the story, **Jo** said, "American readers who might not be familiar with **John Bolton**'s artwork are in for a real treat. The pages he's sent us on **THE BLACK DRAGON** are absolutely fabulous. They are even better than the art he did on his collaborations with **Chris** on '**Marada, the She-Wolf**' and the short story, '**Business Hours: Monday to Friday, Nine to Five.**'"

Another point that was praised was the historical accuracy of **John**'s art and **Chris**' story. "**John** and I did a lot of research to make sure that this saga would be historically accurate," **Chris** said. "**John**, in particular, also went to the British museums to gather reference on costumes, castle design, architecture, armor styles, fighting styles, the types of horses people rode — everything."

Lettering for the six issue limited-series is by one of Marvel's most popular letterers, and long-time **X-MEN** letterer as well, **Tom Orzechowski**. **Graham Marks**, a graphic designer and writer in Britain who has contributed to Epic in the past, designed **THE BLACK DRAGON** logo.

If the excitement at the Epic offices are any indication, **THE BLACK DRAGON** will not only be a hit, it will also be the first saga in a whole new realm of adventure in the great Age of Chivalry.



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In April, the war continues....

ON EARTH.

SECRET WARS II

The epic saga begins in **SECRET WARS II, issue #1**, and continues in.

YOU WON'T WANT TO MISS A SINGLE ISSUE!

THE MARVEL AGE — 1967 (Part II)

by Kurt Busiek

It may seem like early 1985 to you — but that's only an illusion. For the next three pages, it's still 1967! Last time, we took a look at what was happening in Marvel's series from **THE AVENGERS** to **SPIDER-MAN.** Now, we pick up right where we left off, with . . . **STRANGE TALES!**

In 1967, the "**Nick Fury, Agent of S.H.I.E.L.D.**" series meant two things: exciting spy adventures, and **Jim Steranko! Steranko** was setting fandom on its collective ear with his exciting graphics and explosive storytelling style — and as if that weren't enough, by year's end he was *scripting* **Fury's** adventures, too! **Nick** kicked off the year with a six-part showdown with **S.H.I.E.L.D.'s** longtime adversaries, **Hydra** — including the introduction of **the Dreadnaught,** the deadliest robot then known to Earthly science; traitors within **S.H.I.E.L.D.;** and **the Supreme Hydra** revealed to be **Fury's** WWII nemesis **Baron Strucker! Hydra's** plans for world domination were crushed — but there's no rest for the weary when you've got your own comic book! **Nick** was sent back to spy school (to brush up on theory, apparently — nobody could quarrel with his results!), where he met old friends and new, specifically **Captain America** and the **Countess Valentina Allegro de Fontaine** (who would soon become the light of **Fury's** life). But before there was time for anything but a little reminiscing with **Cap, Fury** and **S.H.I.E.L.D.** got tangled up with one of their most dangerous adversaries ever — a new villain to Marvel readers of the Sixties, but one who in fact had his own *series* in the Fifties. I'm talking, of course, about **the Yellow Claw. The Claw,** with his arcane potions and horrifying monsters, was a major league change of pace from hi-tech **Hydra,** and at year's end **Nick** was still trying to find a way to deal with this new kind of menace.

Meanwhile, **Doctor Strange** was making the world safe for more than democracy — he was preserving life itself! 1967 kicked off with the unspeakable **Umar** attempting to kill **Doc,** as retribution for his killing her brother, **Dormammu** (who's come back to life and died again since). The new woman in **Doc's** life, **Clea,** became a pawn in the battle — and **Doc** had to lose her forever (it seemed) to keep her safe from **Umar.** But even facing the loss of his love, **Doc** fought on — releasing the dreaded **Zom** from its centuries-old prison to force **Umar** away from Earth and back to the Dark Dimension! The victory was not without its price, however — **Zom** had to be re-captured, and **the Ancient One, Doc's** mentor, sacrificed his Earthly form to help **Doc** accomplish that. And as if that weren't enough — the agonizing battle had attracted the attention of **the Living Tribunal,** a cosmic judge who stated that all this magic was disturbing the balance of the universe — and Earth would have to be destroyed! **Doc** argued **the Tribunal** into letting him clean up the mess rather than simply destroying it all — but there were some who liked things the way they were . . . like **Baron Mordo! Mordo** managed to stop **Doc's** efforts long enough to completely doom the Earth — except for the last-minute intervention of the sorcerous **Nebulos!** Between the two of them, **Doc** and **Nebulos** managed to save the Earth — and **Doc** went back to normal life. Normal for *him,* that is: He had to make a house call into the dimension of nightmares to save the sanity and life of **Victoria Bentley!** Not quite on a par with saving the Earth, but a worthy goal nonetheless.

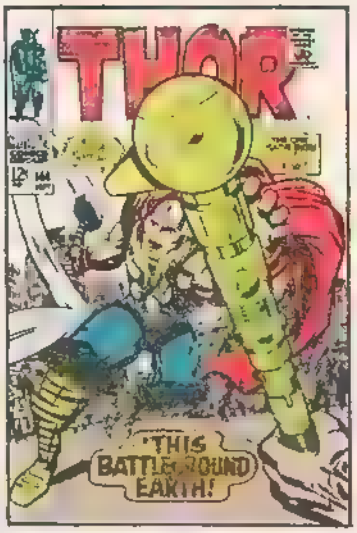
Meanwhile, in **TALES TO ASTONISH,** the adventures of **the Sub-Mariner** were being handled by his creator, **Bill Everett. Bill** left the scene (to return once more, years later) during

1967, but before he went, he treated us to an extended tale of intrigue and treachery, teaming up three of **Namor's** most despicable enemies: **Prince Byrrah, Warlord Krang,** and **Attuma.** The conspirators managed to turn Atlantis against its rightful prince, and exile **Namor** to the island of the Lava Men — but the valiant **Lady Dorma** never wavered in her devotion to **Namor** — discovering the plotters' secret and exposing them as frauds. Two relatively simple battles followed, with **It, the Silent One,** and **the Gnome** and **Dragorr** — before Atlantis once more was menanced by a foe whose cunning made him more deadly than any amount of raw power. It was **the Plunderer** — and he intended to plunder the riches of Atlantis! **Namor** battled **the Plunderer** below the waves, on **the Plunderer's** home base, and even in the Savage Land — but it was to no avail. **The Plunderer** besieged Atlantis — and almost levelled it. He was driven away — and **Namor** was left to try and halt the armies of Atlantis — who were determined to wreak retribution on the surface world for **the Plunderer's** acts!

Meanwhile, in the other half of the book, **the Hulk's** life wasn't exactly sitting still! No sooner had he won a hard-fought battle with **Boomerang,** than **the Stranger** appeared, judging humanity not worthy of living — and choosing **the Hulk** as his instrument of destruction! The cosmic being made **the Hulk** far more savage, confident that the man-monster would level civilization. But a new factor was introduced, as a foreign spy tried to duplicate the accident that created **the Hulk** — and became **the Abomination! The Hulk** faced a foe every bit as powerful as himself, determined not to let **the Abomination** kill his friends — and **the Stranger,** touched by **the Hulk's** valor, cured his excess savagery and took **the Abomination** into outer space. **The Hulk** seemed to attract the attention of cosmic-powered beings — he soon met **the Silver Surfer,** who tried to cure him but was put off by **the Hulk's** belligerence — and immediately after that was mistaken for one of the New Men of Wundagore, and taken to the planet of **the High Evolutionary!** There he became embroiled in the New Men's rebellion against their creator, and was sent back to Earth at the whim of the godlike scientist. Cosmic power gave way to devious machinations, as **the Hulk** became the unwitting pawn of **the Lords of the Living Lightning.** But

the Lords soon learned that it's hard to control something as forceful as **the Hulk,** and once Greenskin realized he was being hoodwinked, **the Lords** were the direct recipients of his rage. Scratch one group of world-dominators.

Marvel had one other "split-book" in '67, and **TALES OF SUSPENSE** was the title. **Iron Man's** half of it spanned the globe as he fought both on his home ground against such super villain luminaries as **the Mandarin** and **the Mole Man,** and in the jungles of Viet Nam against the demented scientist **Half-Face,** and **the Titanium Man.** It was when he returned from Southeast Asia that many **IRON MAN** fans think the series began one of its many peaks of excellence. **The Grey Gargoyle** struck at Stark Industries, and **Iron Man** battled him with the aid of Stark's brand new **S.H.I.E.L.D.** liason,



Jasper Sitwell. Jasper's plucky inventiveness and never-say-die manner held him in good stead, especially when **the Grey Gargoyle** was defeated — but the effort had drained **Iron Man's** power and caused his heart to act up, trapping him in the armor just when he most needed to be free of it. **Jasper** desperately tried to get **Iron Man's** helmet off, and likely would have found a way — if **Morgan Stark, Tony's** treacherous cousin, hadn't shown up and taken advantage of his close relation to take custody of **Iron Man** — purportedly to cure him, but actually to deliver the super hero to the dread **Maggia** to pay off a gambling debt. The year ended with **Iron Man** trapped in the hold of **the Maggia's** gambling ship, in no condition to do battle and just about to meet one of his deadliest foes — **Whiplash!**

Meanwhile, **Captain America's** life was almost too chaotic to believe! After a successful mission to recapture a secret weapon and a battle with an imposter **Cap,** he discovered that **Bucky** might still be alive! It turned out to be only a lure to bring him to the island of **the Red Skull** and his henchmen, **the Swordsman** and **Power Man** (as pointed out last time, this was while **the Swordsman** was still a criminal, and long before **Luke Cage** took on the name **Power Man**). **Cap,** under the control of **the Red Skull,** was branded a traitor by the world at large, but fought back, defeated **the Skull's** plans and regained his good name. Hot on the heels of that ordeal, **Cap** learned that **Agent 13 (Sharon Carter,** but he didn't know her name yet), on a mission for **Nick Fury,** had been

captured by **A.I.M.** **Cap** went to rescue the woman he loved, and found himself in the midst of a war between **A.I.M.** and the monster they'd created to serve them, **MODOK**. **A.I.M.** seemingly destroyed **MODOK**, but the creature retaliated — and **Cap** and **Sharon** barely escaped before **A.I.M.** headquarters blew up. **Cap** was determined that this was the last time he and **Sharon** would be kept apart by their careers. He retired as **Cap**, and revealed his identity to the world. It was a nice idea, but the world wasn't ready to lose the star-spangled Avenger, and **Cap** was forced to take up his costume again. He and **Sharon** had to shelve their wedding plans — but they still worked together. When marauders threatened Wakanda, **Cap** went to **the Black Panther's** aid, and **Sharon** infiltrated the marauders for **S.H.I.E.L.D.** undercover as **Irma Kruhl**. And then . . . well, then came 1968.

Okay — let's leave Earth for a bit and see what was doing in Asgard, and in **THOR**. **Jane Foster** had just failed **Odin's** test, was deemed unworthy to become an immortal, and had been sent back to Earth with her memories of **Thor** gone. **Thor** had met the beautiful **Sif** for the first time since she was a kid — and wouldn't you know it, Asgard was attacked by trolls, and **Ulik**, nastiest troll in history, kidnapped **Sif**. **Thor** followed **Ulik** to Earth to rescue **Sif**, and discovered that the trolls were holding another prisoner — an awesomely powerful alien named **Orikal**. But that knowledge didn't look like it'd do any good — since the trolls captured **Thor's** hammer, and within sixty seconds he'd become helpless **Don Blake**! **Sif** managed to get **Thor** to Asgard before he changed, the two of them freed **Orikal**, and the trolls surrendered rather than face their former prisoner. **Thor** travelled back to Earth so **Don Blake** could attend to his patients — and in short order had to battle **the Growing Man**, **Replicus**, and **the Super Skrull**! But Asgard and the gods could not be forgotten — not when **the Enchanters** were chasing **Sif** and **Balder** to Earth! While **Odin** was pushed to the limit battling one of **the Enchanters** in Asgard, **Thor** and company took on the other two on Earth. **Odin** managed to win, but it was a tough fight that left him drained and angry. So when he decreed that all Asgardians must return to Asgard — and **Thor** *refused* — well, **Odin** got really perturbed. He stripped **Thor** of half his powers, and denied Asgard to him forever (or so it seemed). **Thor**, unable to change back to **Don Blake**, got tangled up with **the Circus of Crime**, and fell under the hypnotic sway of **the Ringmaster**. But even at half-strength, his will was enough to snap out of **the Ringmaster's** control, and help the police capture **the Circus**. But that battle was nothing compared to what came next: **Loki** decided that with **Thor** at low power and **Odin** against him, now was the time to strike. He attacked, and **Thor** might have lost his life if not for **Odin's** intervention. **Odin** may have been mad at **Thor** — but he wasn't ready to watch him die!

We wrap up our survey of 1967 with **THE X-MEN** — and it was quite a year for the merry mutants! The year began with two mysteries: What was behind the heavy oak door in **Professor X's** lab, and what was the malevolent **Factor Three**? Some of us were also wondering how long **the Mimic** was going to be deputy leader of the team, and what was going to happen now that **Jean** had left the school, was attending nearby **Metro College** and was getting involved with **Ted Roberts** — but such questions were shelved when **Factor Three** sent **the Ogre** and his unwilling slave, **the Banshee**, to destroy **the X-Men**. The scream of **the Banshee** would have spelled the end for the team — if they hadn't managed to destroy the control crystal that kept him under the sway of **the Ogre**. **The Ogre** escaped, but **the X-Men** had a new ally — one they'd need sooner than they thought! But not right away — **the Banshee** went home, and **the X-Men**, engaged in some winter frolics, awoke **the Super-Adaptoid**! The resultant battle ended with the defeat of **the Adaptoid** — but at the cost of **the Mimic's** powers! Down to five members again, **the X-Men** stopped the plans of **the Warlock** (later to become **the Maha Yogi**), and then had to stop **the Cobalt Man** (under his nuclear armor, **Ted Roberts'** brother **Ralph**) before he melted down and destroyed Westchester County. This story also introduced **Candy Southern**, which was lucky for **the Angel**, because he needed a date for **Iceman's** 18th birthday party next issue. The party went off almost without a hitch (when you're **the X-Men**, you take things like marauding motorcycle gangs in stride) — but when they got home, they discovered just what *was* behind that ominous door. It was **the Juggernaut** — and **Factor Three** had released him from the machines **Professor X** was trying to cure him with! While **the Angel**, **the Beast** and **Iceman** tried desperately to hold off **the Juggernaut**, **Cyclops** and **Marvel Girl** (assisted by **Doctor Strange**) travelled to the Crimson Cosmos, to retrieve the gem that could save them from their foe. They returned in time to use the gem, trapping **the Juggernaut** in the Crimson Cosmos — but they were too late to stop the mysterious **Factor Three** from kidnapping **Professor Xavier**! **The X-Men**, attempting to find their teacher, got side-tracked into a battle between **the Mole Man** and **Tyrannus**, mixed it up with **Spider-Man** when it looked as it he was connected with **Factor Three**, and then heard from **the Banshee**, just before he was captured by their unseen foes. **Factor Three** was in Europe — so that was where **the X-Men** had to go. But without **Professor X** — and with **Warren's** parents on a cruise, unavailable — they had no money to get there! They tried a number of ways to raise the cash, but it wasn't until they defeated **Mekano** that they found a way. The father of the fledgling super villain, grateful to **the X-Men** for stopping their son, gladly paid their way to Europe — no questions asked. Once there, the five young mutants discovered just what **Factor Three** was — when they were captured by the evil group! **Unus**, **the Blob**, **the Vanisher**, **Mastermind** and **the Changeling** had grouped together under the leadership of the hooded **Mutant Master** — and intended to start World War III! But when the evil mutants discovered that their boss was no mutant himself — but an alien intent on destroying all life on Earth — they threw in with **the X-Men**, rescued **Professor X** and **the Banshee**, and put an end to the threat of the **Mutant Master** forever! The year ended with **the X-Men** looking to the future — reunited with **Professor X**, and sporting colorful new costumes that proclaimed the individual **X-Men's** independence. No longer were they just students — now they were full-fledged super heroes!

Next: *The Marvel Age erupts! All of Marvel's split-books split — each becoming* two *full-length titles! And that's just the start for what we have to call . . . 1968! Be here, okay?*

The New Talent Department: THE KELLEY JONES STORY

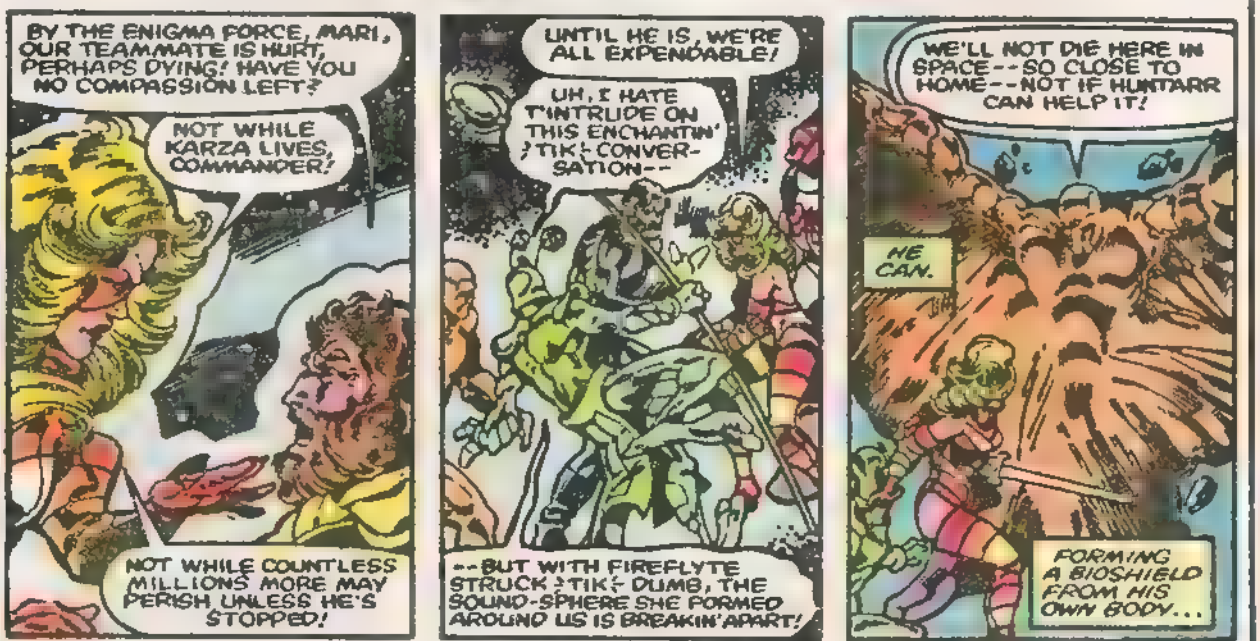
by Peter Quinones

You recognize the name **Kelley Jones**. First time you heard it, he was the hot new inker on the direct-only title **THE MICRONAUTS**. By the time that title had become the newsstand-and-dried **MICRONAUTS: THE NEW VOYAGES**, **Kelley** was the hot new *penciler* on the series. So how did it all come about? How did **Kelley** go from being an ordinary Marvel reader to what **MICRONAUTS**-editor **Ralph Macchio** describes as "along with **David Mazzucchelli**, one of the two major finds of the year"? Well, we thought we'd devote this installment of the **New Talent Department** to answering just that question. We get so much mail asking how one goes about becoming a penciler or an inker at Marvel, we felt that the story of how **Kelley** made it would help out a lot of would-be Marvel pros. Now we're not saying that it happens this way for *everybody*. No two breaking-in-to-comics stories are the same. But the story of how one talented guy became a Marvel penciler might give you some pointers, some little bits of information that'll add to all the facts in **THE OFFICIAL MARVEL TRY-OUT BOOK**.

So where did it all start? In California — with a nineteen year old comics fan. "I had read **Jim Shooter's** open letter in **MARVEL FANFARE**," **Kelley** explains. "The one where he asks for new talent. So I sent in a five-page submission showing I understood how to draw comics. Three pages were pencils, and the other two pages were inks over my pencils." **Kelley** felt hesitant about approaching the professional world — though he had been drawing and studying on his own for years, he felt he was still quite young, and had a lot to learn. "If not for that letter," **Kelley** says, "I wouldn't have submitted anything until I was twenty-one." **Kelley** didn't hear anything for three months — the entire summer of 1982. He assumed his samples had been lost in the mail.

Then he got a call from **Al Milgrom**. "I couldn't believe it," **Kelley** says. Finally, after all the years of drawing comics and not listening to the art teachers that wanted him to do "serious," or "fine," or "modern" art, seemed worth it. A respected professional was saying, "Yes, you know what you're doing, and you do it well." **Kelley** says that while **Al** liked the pencils, "he loved the inking." **Al** offered **Kelley** a "Diverse Hands" inking job on **DEFENDERS** #116. **Kelley** inked the first five pages of that issue. After that, **Ralph Macchio** gave **Kelley** two **Butch Guice** pin-up pages to ink. "I didn't know it at the time," **Kelley** says, "but they were looking for an inker that would fit **Butch Guice's** pencils. They're always looking for teams — for two artists that work together well. I was lucky that both **Ralph** and **Butch** liked the looks of my inks." On the strength of those two pages, **Kelley** was given the regular inking assignment on **THE MICRONAUTS**.

Kelley has a lot of artistic role models — **Berni Wrightson**, **Jim Starlin**, **John Byrne**, and others — but there was one inker whose work taught him more than any other. "**Bob Layton** is my role model as an inker, **Kelley** says, flipping through his collection of original art. "Everything **Layton** does is very professional. For me, as far as inking goes, he's number one." Finding the page he wants, **Kelley** explains, "This page taught me how to ink." It's page 27 from **HULK ANNUAL** #3, pencils by **Byrne**, inks by **Layton**. "I learned all my weighting of ink lines off of it. It has a small figure of the **Hulk**, and a close-up, and the **Hulk** in action, and the **Hulk** just standing there. It has everything I needed as a guide."

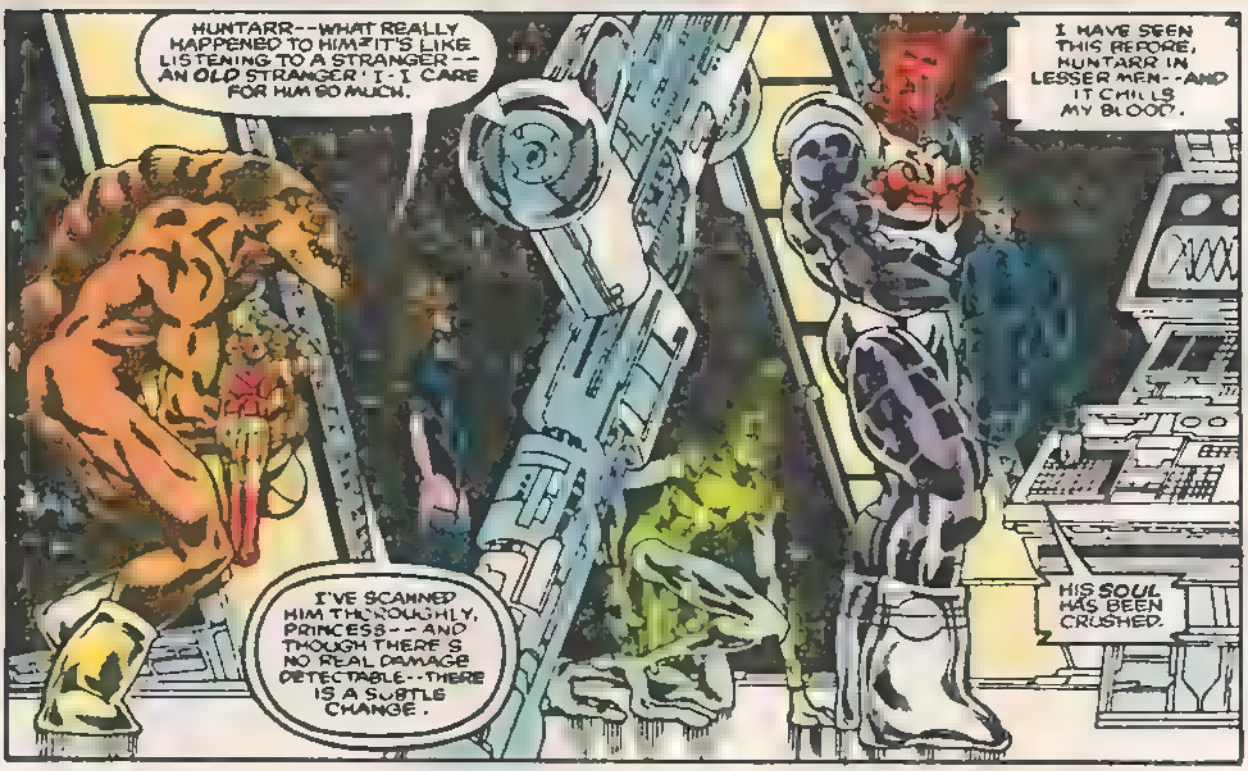

BY THE ENIGMA FORCE, MARI, OUR TEAMMATE IS HURT, PERHAPS DYING! HAVE YOU NO COMPASSION LEFT?
NOT WHILE KARZA LIVES, COMMANDER!
NOT WHILE COUNTLESS MILLIONS MORE MAY PERISH UNLESS HE'S STOPPED!
UNTIL HE IS, WE'RE ALL EXPENDABLE!
UH, I HATE T'INTRUDE ON THIS ENCHANTIN' ?TIK?-CONVERSATION--
--BUT WITH FIREFLYTE STRUCK ?TIK? DUMB, THE SOUND-SPHERE SHE FORMED AROUND US IS BREAKIN' APART!
WE'LL NOT DIE HERE IN SPACE--SO CLOSE TO HOME--NOT IF HUNTARR CAN HELP IT!
HE CAN.
FORMING A BIOSHIELD FROM HIS OWN BODY...

Kelley's inks, over **Butch Guice's** pencils, from **MICRONAUTS** #58!

PAGE 1 One of the sample penciled pages that got **Kelley** the **MICRONAUTS** assignment!

But though **Kelley** enjoyed inking, his first love was always penciling. And he got his fervent wish, even though it came as a surprise to him. For the story of how **Kelley** became the penciler on **THE MICRONAUTS**, we went to **Ralph Macchio**. After waxing complimentary about **Kelley's** pencils, this is what **Ralph** told us:

"When Butch Guice left **THE MICRONAUTS**, he gave me ample notice. He told me that within five or six months I was going to need someone new. So I said, 'Well, time to look around.' I went after the heavy hitters, but everybody seemed to be busy on other projects. Then, I started to ask for samples from new people. This would be a good chance for someone new — it was a new book, and we were going to rework the concept. I got a lot of samples


HUNTARR--WHAT REALLY HAPPENED TO HIM? IT'S LIKE LISTENING TO A STRANGER--AN OLD STRANGER! I-I CARE FOR HUM SO MUCH.
I'VE SCANNED HIM THOROUGHLY, PRINCESS--AND THOUGH THERE'S NO REAL DAMAGE DETECTABLE--THERE IS A SUBTLE CHANGE.
I HAVE SEEN THIS BEFORE, HUNTARR IN LESSER MEN--AND IT CHILLS MY BLOOD.
HIS SOUL HAS BEEN CRUSHED.

Kelley's work today, as inked by **Bruce Patterson!**

in from people. However, nothing, to my mind was quite right. There were a lot of people who wanted to do the book, but not only did they want to pencil it, they wanted to ink it, and letter it, and color it . . . and that was a little much. So I really had not found anyone who just wanted to pencil the book who was quite right for it. No matter who they were, or what they turned in, it was just not the style I was looking for — and I was not really looking for a **Butch Guice** clone. I wanted someone with their own style, and no one had it.

"As a last desperate move, I spoke to the kid who was inking the book at the time, who was **Kelley Jones**. He, believe it or not, was rather reluctant to send in any samples. He didn't think he was anywhere near being good enough as a penciler. He was always very humble. He didn't even want to attempt it. But I decided, since I had run out of choices, I was going to push him into getting me some samples. So he sent them in, and they were easily the best I had seen. When I called him and told him I was giving him the assignment, he was shocked. He really didn't think he was good enough — even though his was the best material I'd seen, and had exactly what I wanted.

"Somewhere along the way, there were some communication problems — and we were instantly caught in a deadline bind, which still sometimes happens at Marvel. **Kelley** really had to blast through the pencils on the first and second issues. And I believe he's improved with every single issue. **Bruce Patterson's** been very good for him — he follows **Kelley's** pencils closely, and has his own style too. I think that the book is very distinctive visually. It's not **Butch Guice**, it's not **Michael Golden** . . . it's now **Kelley Jones**.

"There is no one else I would rather see on this book right now. Like I said, I think he's one of the major finds of the past year. But the main thing I want to stress is that **Kelley** was so humble about the whole thing, he was actually reluctant to send in samples. Where everybody else was sending me things and saying they wanted to pencil *and* ink it, and have script approval, and everything — **Kelley** was very meek and mild, and just said, "You really want me to send something in?" And he easily had the best stuff. The good guy won out."

We asked **Kelley** if he had any tips for aspiring artists. He suggested they attend conventions and frequent comic book shops to see what original art looks like. "If I hadn't bought these original pages," **Kelley** confesses, "I might never have tried my hand at even inking. You simply can't learn it from the printed comic. You need to see the lines before they are reduced, and before they're obscured by the coloring and printing. And after you've seen how it's done, you need the right equipment." **Kelley** gestures at his cups full of pens and brushes. "All these brushes produce different lines for different effects." **Kelley** spent three years learning brush control. Another thing **Kelley** stresses is dedication. He puts in 8 to 12 hours a day to get his work done on time. "You set yourself a goal, and you don't leave the drawing board until you reach it," **Kelley** explains. "That's part of being professional."

Now that he's a part of the business, is there anything else he'd like to do? "I'd like to meet the people I'm working with," **Kelley** says. "I've talked with **Ralph Macchio** a few times, and he's been really helpful as far as making me feel part of the book. But working so close on a project just makes you want to go out and celebrate with the team after the work is done. You know, *Miller Time*. But the telephone will have to do for now."

Kelley grins. "But it's fun. I wouldn't do it if it wasn't fun." And that seems as good a place as any to close this chapter of the **Kelley Jones** story. There's bound to be lots more — after all, he isn't even twenty-two yet.

BULLPEN BULLETINS

ONCE UPON A TIME . . .

. there was a large and ungainly Barbarian-in-Chief who was the head of a small, rowdy, motley horde of Goths. One day, he said to L'ynn, his Administrative Assistant, "Wench! Take a memo!" The memo went something like this — in fact, it went *exactly* like this:

TO: Goths, small, rowdy, motley horde of
FROM: B. – i. – C., the large and ungainly
SUBJECT: Resignation

It has been seven years since Arch the Uninhibited stepped down and I assumed the Thorny Throne. In these last seven years, we have done exceedingly well. We've explored much new ground, sailed many uncharted waters, and

peaks, reaching new heights. The GNP (Goth National Product) is up again — that's seven record-breaking years in a row — and the Blademaking Department informs me that we're still the cutting edge.

Nonetheless, I've decided to resign.

Oh, I don't mind the work — presiding over ritual executions is kind of fun, actually. And, it's gratifying to be mentioned in the same breath as Attila the Hun so often. And, the pay isn't bad. And, I don't even mind the mewling and lying of some of the other tribes and scribes. Who cares what wimps and losers say?

What got to me, finally, was having my seventh anniversary completely overlooked. Every savage knows the awesome significance of the number seven

sacrificed a goat in my honor.

Well, that does it. So long, ingrates. I quit.

A little later, another memo circulated:

TO: Goths, small, rowdy, motley horde of
FROM: B. – i. – C., the large and ungainly
SUBJECT: Previous memo

Please disregard.

And, almost immediately thereafter, another

TO: Department Heads, Sub-Chiefs, and other ungrateful scum
FROM: B. – i. – C., the large, ungainly, and angry
SUBJECT: Ritual execution

Report to the Altar of Blood in the village square at dawn tomorrow for gory, painful death.

Hasty meetings were called, and much discussion ensued among the recipients of the latter memo. Shortly before dawn, they sent around a message of their own:

TO: The whole darn Horde
FROM: Department Heads and Sub-Chiefs
SUBJECT: Celebration

You are all invited to a slightly belated anniversary party for our beloved Chief. Be there and have Fun or else.

Well, the Department Heads an

mendous success, and working

are:

ryone is busy exploring

g uncharted waters, etc.,

ing the best darn Barba-

ole darn world, they

anniversary.

b.) Most people can't read minds. If something's eating at you, *tell* people. Often, a few gently humorous memos can work wonders.

c.) All work and no play make a Barba-

.) It's best to be the boss.

The end.

A FINAL NOTE . . .

I've been asked to inform you that *The Comics Buyer's Guide*, a fan publication, is conducting a fan awards balloting. Information on how to cast your ballot, if you wish, can be found elsewhere in this magazine, on one of the advertising pages. Be there!

Jim Shooter
Editor-in-Chief

HYPE BOX

GARGOYLE (Limited Series) #1 — All the secrets of this strange Defender are finally revealed! Who is the Gargoyle? Where did he come from? Why is he here? These questions and more will be answered in this four-issue Limited Series by J.M. DEMATTEIS (writer) and MARK BADGER (artist)! Look for the BERNI WRIGHTSON cover!

SECTAURS #1 — There's war on Symbion, a world where intelligent life has evolved from insects! This bi-monthly series, based on the exciting new action figures from COLECO, is packed with fantasy and monsters like never imagined! BILL MANTLO wrote it, MARK TEXEIRA penciled it, and JOE DEL BEATO and ART NICHOLS inked it!

MOON KNIGHT #1 — He's back with a vengeance in the all-new *double-sized* issue! But he's not the same Moon Knight you remember — he's changed into someone excitingly new

the Jackal," by ALAN ZELENETZ (writer), CHRIS WARNER (penciler) and E.R. CRUZ (inker)! Now on sale at newsstands everywhere!

TRANSFORMERS #5 — Their Limited Series has been transformed into a regular monthly comic because *you demanded it!* And the action-packed finale!

total destruction of the noble Autobots by the dastardly Decepticons! Does this mean their adventures are over before they even begin? You must not miss this issue by writer BOB BUDIANSKY and artist ALAN KUPPERBERG!

CHECK LIST

☐ **THE THING #24** — Battle with the Rhino!
☐ **DAREDEVIL #219** — FRANK MILLER is back with a daringly *different* story! Art by JOHN BUSCEMA and GERRY TALAOC!
☐ **NEW MUTANTS**
OF SPIDER-MAN #3 — Featuring the villainy of the Vulture

ender gets his own series! See

action-packed finale!
☐ **SECTAURS #1** — There's a fantastic *war* going on, and you're invited! See Hype Box!
☐ **BEAUTY AND THE BEAST (Limited**
) **#4** — Last issue! But will their
mess. . . or disaster?
MAN #295

united with Clea at last!

☐ **INCREDIBLE HUL**
☐ **AVENGERS #256**
☐ **CONAN THE BARBARIAN #171**
☐ **MARVEL TALES #178** — Reprinti
"Once Upon a Time There Was a F

M #67

issue, featuring another great BARRY WINDSOR SMITH cover
☐ **G.I. JOE #36**
☐ **MOON KNIGHT #1** — He's back! He's different! And he's on newsstands everywhere! See Hype Box!
☐ **FANTASTIC FOUR #279**
☐ **IRON MAN #195**
☐ **PETER PARKER, THE SPECTACULAR SPIDER-MAN #109**
☐ **DEFENDERS #144**
☐ **STAR WARS #96** — Find out who (and what!) the new Dark Lord really is!
☐ **THOR #356**
☐ **TRANSFORMERS #5** — Now in their own monthly series, because *you demanded it!* See Hype Box.
☐ **ROCKET RACCOON (Limited Series) #2**
☐ **THE OFFICIAL MARVEL INDEX TO THE AMAZING SPIDER-MAN**
Featuring everything you want

Amazing Spider-Man #59-78 and the black-and-white magazine, *Spectacular Spider-Man #1-#2!*
☐ **DOCTOR WHO #9**

MARVEL MAGAZINES
☐ **SAVAGE SWORD OF CONAN #112**
☐ **MARVEL AGE #27**

☐ **STARSTRUCK (Limited Series) #2**
☐ **GROO THE WANDERER #4**
☐ **SISTERHOOD OF STEEL #3**
☐ **DREADSTAR #18**
☐ **ALIEN LEGION #7**

STAR COMICS
☐ **PLANET TERRY #3**
☐ **FRAGGLE ROCK #2**

☐ **WALLY THE WIZARD #3**
☐ **TOP DOG #2**
☐ **HEATHCLIFF #2**

"DOES ANYBODY REALLY HAVE A FAVORITE LETTER COLUMN?"

Send your letters to **MARVEL AGE MAGAZINE**, % Marvel Comics Group,
387 Park Avenue South, New York, New York, 10016

Welcome back! *Randy Drexler*, of Eastern Ohio, sent in this month's letter column title. Obviously, *Randy* is a fearless follower of the "Question of the Month" column in *Mark Gruenwald*'s titles!

That's what we love about you guys the most — Marvel fans really know how to make an "in-joke"!

Dear Jim Sallcrup,

I'm so happy! Why? Several reasons. First and foremost, is the return of none other than **Steve Englehart** to mainstream Marvel Comics! Just thinking of his superb **CAPTAIN AMERICA** and **AVENGERS** brings back those intangible memories of childhood and the Marvel Comics of all those years ago. Equally exciting is the news of a **SILVER SURFER Limited Series.** I guess **Stan Lee** just didn't have the time to write **Surfy's** solo adventures, eh? That's OK — because the team of **Steve** and **John Buscema** is more than enough to keep this longtime Marvelite enraptured! I also can't wait for that **VISION AND SCARLET WITCH Limited Series.** Since **Steve** was "responsible" for their marriage in the first place, who else would be better suited to write this book? **Richard Howell**, too, is a great artist, and I'm glad to see him working for Marvel. Also, it's about time that **John Buscema** returned to drawing super hero comics. His upcoming **AVENGERS**, to be inked by **Tom Palmer**, have me eagerly anticipating his artwork. Can't wait!

I also enjoyed the look at **Sergio Aragonés' GROO THE WANDERER.** Admittedly, I wasn't too fond of this character in the beginning, but you might say that he "Groo" on me! The World's Most Inept Barbarian belongs at Marvel (or Epic, a close equivalent). I'm also looking forward to the much-needed new-and-improved **MARVEL UNIVERSE HANDBOOK.** Jeez, in the last year, the Marvel Universe has grown so enormous that the need for one has come upon us. I also like **Warren Reece's** look back at the old days of Marvel, but like other readers, I don't want to have too much emphasis on just the **F.F.** and **SPIDEY.** When are we going to get a look at **Jim Steranko's** work on **SHIELD** that was responsible for making me a ravenous Marvel Madman (somebody has to take the blame!)?

Wow, two years of **MARVEL AGE MAGAZINE** already? Take a bow, Mr. S! You've done a great job these last two years, and looking back, all I can say is that I'm glad I saved my copy of issue #1!

One last comment. Is **Jim Shooter**, by any chance, related to the late **John Lennon**? That portrait of him by **Jack Abel** on the letters page made him look like a Beatle! And a very tall one at that!

Marvel Comics are better than ever . . . see you next month!

Evan M Lanctot
45 Powers Ave.
San Francisco, CA 94110

Why, *Evan*, how did you know! It is a little-known fact that before becoming a comic-book writer, *Jim Shooter* spent his youth in Liverpool, England — but, try as he might, he was a *terrible* drummer! So the lads replaced him with some guy named *Ringo*!

(You know, all those readers who write in about our dumb sense of humor may just have a point there . . . !)

Dear **MARVEL AGE MAGAZINE**,

At twenty-two years of age, I have been collecting comic books for over fifteen years. My first **RICHIE RICH**, purchased when I was only seven, has been joined by over 10,000 other four-color masterpieces. Yet, thanks to my laziness, this is the first letter of comment I have written.

Over the last four years (spent at Clark University in Worcester, Massachusetts), I've had many discussions with **Bob Jennings**, who owns the Fabulous Fiction comic book store, among others. We agree on a few subjects and disagree on many. But we did agree on one point — that the major comics publishers had been doing themselves a disservice by ignoring the collectors of tomorrow.

Since the demise of Harvey, Gold Key†, Charlton, and Dell, no one had filled the void that had existed for younger readers. That's why the upcoming full line of *Star Comics* excites me so much. Marvel is taking a giant step in assuring a bright future for comic books. The list of titles and talents assembled which you previewed in **MARVEL AGE MAGAZINE** #19 shows that Marvel is serious about this enterprise. I applaud you for it.

There may be one flaw in the planning of Star Comics, though, and that is price! You see, while 65¢ is the best price on the market, and a fine value for most collectors, it may be too high for the kids who pick out their Star Comics at the newsstand.

I know that Marvel has held its line at a reasonable price — but can't you do something for the younger Star Comics collector, who may not have as much to spend as his older counterparts?

Continued success for **MARVEL AGE** and Star Comics.

David Roth
Hunter Publishing Company
512 Derry Park Drive
Middleborough, MA 02346

Oh, we have no worries about Star Comics' price, *Dave*. You see, with younger readers, we're pretty certain that *Mom* and *Dad* will do the actual *buying* once their budding collector has made his or her choice. And once the older folks see what a bargain they're getting for providing the world's greatest entertainment for their offspring —

why, then we'll have two generations of avid fans for Star Comics!

Dear Jim and Company,

I noticed that in an issue of **MICRONAUTS**, our heroes traveled by a ship that uses sails. Everybody knows that sails only work on wind power, but out in space there is no wind — and no air, for that matter.

Now, I think I should get a no-prize, because I have figured out the answer. Even though there is no wind in space, there is energy, and these special sails are used to pick up this energy and store it in some place inside the ship.

Norman Chait
164 4th Street
Apt. #34
Jersey City, NJ 07302

Not only that, *Norman* — but they look so *snazzy!* By the way, that "energy" you refer to is called *solar wind.*

(P.S. You get your no-prize, you lucky stiff!)

Dear Marvel Masters,

I have long been a fan of **John Byrne**, I often wanted to write him a personal letter, but of course, I could not do this because I don't know where he lives. Could you inform me of his address so that I might write him on a more personal level than that of the letters page in his comics?

David Nelson
(no address given)

Sorry, *David*, no can do. Our policy is not to reveal the home addresses of any Marvel personnel. But if you do want to write to *John* — or *any* of our personnel — you can send your letter right here, to 387 Park Avenue South, and mark it to his attention. We'll make sure that he gets it, unopened. OK?

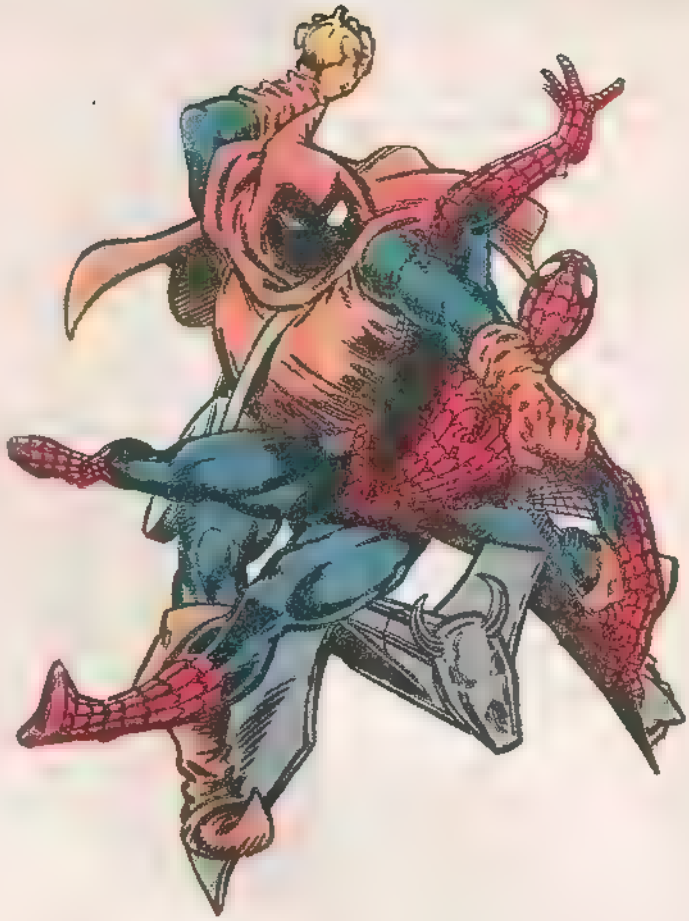
Dear Mr. Shooter,

I've got you! I just finished watching "**Simon and Simon**" on TV. The storyline included the murder of a famous comic book writer / artist. There were several comics shown in this show, and most of them were Marvels! What really surprised me, though, was to see a Marvel ad in a comic book called "**CONDOR!**"

I don't know if this was a coincidence, publicity run, or maybe, even a clue! Yes, that's right, a clue! The villain of the story was a character named Nathaniel. Could this be a clue to the identity of **the Hobgoblin**? Could **Aunt May's** boyfriend, **Nathaniel Lubensky**, be him? Of course, this would only have value if this "**Condor**" character has something to do with Marvel Comics, right?

On a final note, keep up the good work!

Mike Castle
Rt. 2, Box 69
Troy, MO 63379



Well . . . we've got to say your theory about *the Hobgoblin's* true identity is *unlikely* — but anything's possible, and the *SPIDER-MAN* staff isn't giving *anything* away! Still, we got quite a number of letters about that "*Simon and Simon*" episode — so we thought we'd alert those of you Marvel followers who missed it, in case you want to catch the rerun!

Dear **MARVEL AGE**rs,

Having just discovered that an updated **MARVEL UNIVERSE HANDBOOK** is in the making, I would like to ask for one category to be included: costume coloration. You might say, "What? That's obvious! The whole series is in full color!" But once you sit down and attempt to paint some **MSH** Metal Minatures, or render your favorite characters in some other medium, you realize how helpful such data might be.

For example, we all know that blue on black is used to show the shading on black hair. But when this combination occurs on clothing, it becomes ambiguous. We assume that **the Black Panther, Black Cat**, and **Black Bolt** have black costumes. But what about **Cyclops**? In **SECRET WARS**, his costume is shown entirely blacked in. The same is true for **Mister Fantastic**.

There are times when I'm not sure when I'm looking at white or silver, whether a particular color is shiny or metallic or whatever, when a color is supposed to be yellow or gold, and so on. Please help!

SJC
Stamford, Ct.

OK, *SJC* (say, what does that stand for, anyhoo?). Go through your collection of Marvels. When you see variations, like you'll see on Cyclops and others — then you'll

know that the variations are obviously due to lighting. You're right about "*Black Bolt*" and the rest, and *the Silver Surfer* is, of course, silver. If you aren't sure, then by all means go by the guide in the *OFFICIAL HANDBOOK OF THE MARVEL UNIVERSE* — because there are all accurate representations and accurate descriptions — so you know that, for example, *Aurora* and *Northstar* have black hair with silver highlights to show that their hair is particularly shiny.

For more info, check out the article we printed in issue #13 on how to color characters — once you bone up on what highlights are and what shading is, you'll be able to figure out when a character's colors have been changed because of the particular situation he or she is seen in.

If all else fails . . . guess!

Dear Folks,

I've got one of these kinds of questions that you think you know the answer to, but then you find out that you don't. What *is* the Marvel Universe? Is it a parallel universe or an alternate future such as are shown in **WHAT IF?**

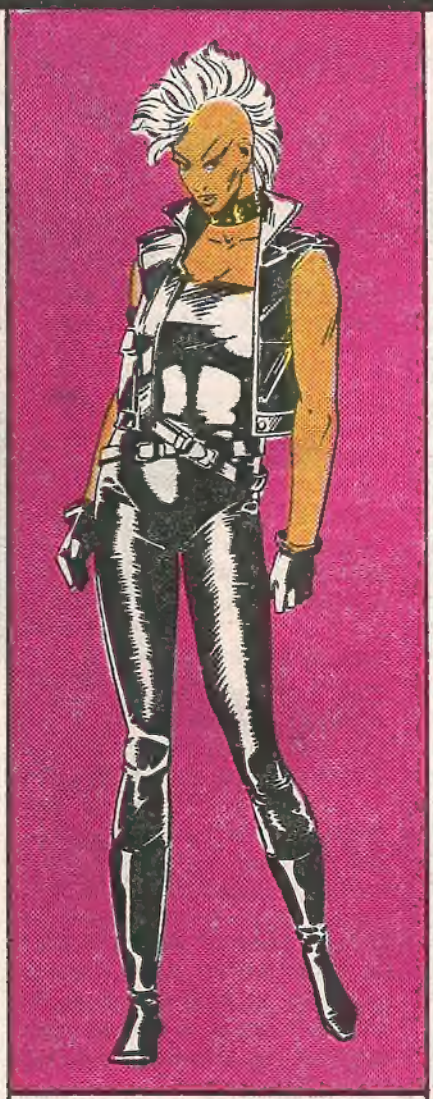
Donald Holman
4021 Bonner Road
Baltimore, MD 21216

The Marvel Universe is the fictional reality in which dwell the characters you read about in our books, namely, those listed in the *OFFICIAL HANDBOOK OF THE MARVEL UNIVERSE*. There are some events that have happened where it is still open to interpretation whether or not they occurred in one timestream or other of this complex fictional reality.

The leading authorities are editor *Mark Gruenwald* and assistant editor *Peter Sanderson*. Sometimes we'll even pass by *Mark*'s office and hear these two gents trying to figure out whether something or other ever really "happened!" How they do it is a mystery to us lesser mortals!

Dear **MARVEL AGE** Crew,

I don't know if anyone out there has noticed it, but some of your artists and writers have contracted the Norman Bates Syndrome, otherwise known as the hack-happy disease. They aren't chopping people — just hair! It's horrible! It started with **the Wasp**, but you had an excuse — she had just been through a painful divorce. Then **Storm**, once beautiful, is now punked out. I know, I know — she had a complete change of psyche. Next came **Rogue** into the **X-Men** with *her* hideous coiffure (No offense, **Rogue** — I love the rest of you.). After that came **Rachel** and **Rahne**. I understand that, too — **Rahne's** won't grow and **Rachel** was in a prison camp. But then, horror of horrors, **Dazzler's** gorgeous locks were chopped away without mercy, making one of Marvel's prettiest heroines a lot less attractive. And then, before I could even recover from that shock, **Kitty** lost her hair. As a person with long, flowing hair, I feel highly threatened. I mean, I realize that not everyone has to have long hair, but before long, **Thor** is going to have the longest hair around! I know this complaint won't make any difference but I want you to know that someone recognizes this insidious plot to wipe long-haired people off the map!



Lori Anderson
16759 Martin and Welch Road
Marysville, OH 43040

If it's any consolaton to you, *Lori*, *John Byrne*, whom we reported had shaved his head, is now apparently letting *his* blond locks grow back.

Ok, ok — we realize it has nothing to do with our heroines, but hey — you've got to admit that it's a *start!*

And now we close with a very serious and important letter.

Dear Marvel,

Just how many super heroes have been saved by flagpoles? how many times? I think **Daredevil** holds the record.

Mike Stabenow
3239 Dickson Dr.
Anchorage, AK

What? You mean there's no "Number of Times Saved by Flagpole" entry in *THE OFFICIAL HANDBOOK OF THE MARVEL UNIVERSE*? Not even in the Deluxe Edition? Well, never one to let a query like this go unanswered, editor *Jim Salicrup* send his trusty assistant *Kurt Busiek* to find out from Marvel's top scholars. *Kurt* tried *Mark Gruenwald*, but *Mark* insisted he was out to lunch. So *Kurt* went to talk to *Peter Sanderson*. Upon hearing the question, *Peter* began formulating an equation determining the frequency of urban-based super heroes without the power of flight falling from tall buildings and snagging flagpoles to save themselves. *Peter* had worked around to introducing a variable to account for super heroes *with* the power of flight temporarily losing said power when *Kurt* fled in panic, never hearing the end result.

So we've got to say we're sorry, *Mike*, but we failed you. Maybe some eagle-eyed fans out there have the answer? If you do, please send it to *Mike* — and to *Mark* and *Peter*, if you like! Just don't send it to *Kurt* — he's barely recovered!

And on that note, we close another *MARVEL AGE* letters page. Until next time, stay good, stay healthy, and don't go up in any tall building that don't have flagpoles on 'em!

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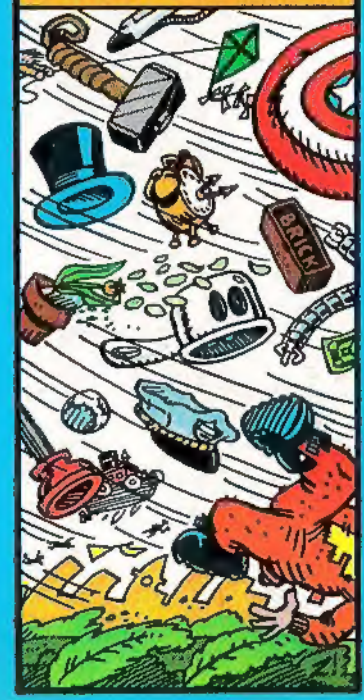
MARCH

JIM SALICRUP--*WRITER*
RON ZALME--*ARTIST*
GEORGE ROUSSOS--*COLORIST*



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